

**DETAILED
UNIT STATS**

WORLD IN CONFLICT™

PRIMA OFFICIAL GAME GUIDE



BASED ON A GAME
RATED BY THE
ESRB **TEEN**
T



SIERRA™



MASSIVE™
ENTERTAINMENT

WORLD IN CONFLICT™

PRIMA OFFICIAL GAME GUIDE

Written by Michael Knight



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2007 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is a division of Random House, Inc.

Product Manager: Jason Wigle

Editor: Rebecca Chastain

Manufacturing: Stephanie Sanchez

Copyeditor: Deana Shields

Design and Layout: Calibre Grafix

© 2007 Massive Entertainment AB. All rights reserved. World in Conflict, Massive Entertainment and the Massive Entertainment logo are registered trademarks of Massive Entertainment AB in the U.S. and/or other countries. Sierra and the Sierra logo are registered trademarks or trademarks of Sierra Entertainment, Inc. in the U.S. and/or other countries. The NVIDIA logo, GeForce and "The Way It's Meant To Be Played" logo are registered trademarks or trademarks of NVIDIA Corporation in the United States and/or other countries. Alienware and the Alienware logo are registered trademarks and trademarks of Alienware Corporation. All other trademarks are property of their respective owners.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB Ratings icons, "EC," "E," "E10+," "T," "M," "AO," and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the Ratings icons, please contact the ESA at esrblicenseinfo.com.

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide any additional information or support regarding gameplay, hints and strategies, or problems with hardware or software. Such questions should be directed to the support numbers provided by the game and/or device manufacturers as set forth in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 978-0-7615-5790-6

Library of Congress Catalog Card Number: 2007931832

Printed in the United States of America

07 08 09 10 GG 10 9 8 7 6 5 4 3 2 1

ACKNOWLEDGMENTS

I would like to thank Rebecca Chastain and Jason Wigle at Prima Games for all their help in making this book possible. I would also like to thank my wife Trisa and our children for their patience and understanding while I fought against communist aggression both day and night. I love and appreciate all that you do for me.

MICHAEL KNIGHT

Michael Knight has worked in the computer/video game industry since 1994 and has been an author with Prima Games for ten years, writing over 60 guides during this time. Michael has used both his degree in Military History and experience as a high school teacher to formulate and devise effective strategies and tactics for hit titles such as the Tom Clancy's Rainbow Six and Hitman series. He has also authored several titles in the *Star Wars* universe including *Star Wars Republic Commando*, *Star Wars Episode III: Revenge of the Sith*, *Star Wars Battlefront II*, and *Star Wars: Empire at War*. Michael has also developed scenarios/missions and written game manuals for SSI, Red Storm Entertainment, and Novalogic.



When he is not busy at work on an upcoming strategy guide, Michael likes to spend time with his wife and four children at their home in Northern California. It was with their help that Michael used his abilities and experience to write three travel/strategy guides on Disneyland and Southern California, in which he developed tips and hints to help vacationing families save time and money while maximizing their fun.

We want to hear from you! E-mail comments and feedback to mknight@primagames.com.

PRIMA GAMES

A Division of Random House, Inc.
3000 Lava Ridge Court, Suite 100
Roseville, CA 95661
www.primagames.com

CONTENTS

| | | |
|--|------------------------------------|--------------------------------------|
| National Training Center4 | Tug-of-War 19 | Mission 02: Reunion59 |
| Lesson 1: The Camera 4 | Weapons of War20 | The Bridge..... 61 |
| Moving the Camera 4 | Armor..... 21 | Dig In at the |
| Panning the Camera 4 | Heavy Tanks 22 | Freeway Entrance 61 |
| Mouse Look..... 4 | Medium Tanks 23 | Rescue the Civilian |
| Camera Elevation 5 | Light Tanks..... 24 | Evacuees..... 61 |
| The Minimap..... 5 | Armored Transports..... 25 | Save the Levinson Family..... 62 |
| Megamap..... 5 | Amphibious Armored | Hold the Bridgehead..... 62 |
| Lesson 2: Moving | Transports 26 | Prepare Defenses |
| and Attacking 6 | Air 27 | at the Bridge 63 |
| Selecting a Unit 6 | Heavy Attack Helicopter..... 28 | Defend the Southeast |
| Order Palette 6 | Medium Attack Helicopter..... 29 | Bridgehead..... 64 |
| Movement Orders 7 | Scout Helicopter 30 | Evacuate the Hospital..... 65 |
| Waypoints..... 7 | Transport Helicopter 31 | Assist Bannon and |
| Follow..... 7 | Infantry..... 32 | Charlie Company..... 66 |
| Transporting..... 7 | Infantry Squad 33 | Debriefing..... 67 |
| Buildings 7 | Infantry Anti-Tank Squad 34 | Awards Earned 67 |
| Attacking 8 | Sniper 35 | Mission 03: Battle |
| Attack Ground 8 | Demolition Engineer..... 36 | for Pine Valley68 |
| Special Abilities..... 8 | Airborne Infantry Squad..... 37 | The Town of Pine Valley 70 |
| Lesson 3: Command | Troop Transport..... 38 | Secure the Gas Station..... 70 |
| Points and Objectives 8 | Transport Truck 39 | Clear the Way into |
| Command Points..... 8 | Support 40 | Pine Valley..... 71 |
| Fortifications 9 | Heavy Antiair Vehicle 40 | Secure the TV Station..... 72 |
| Objectives 9 | Medium Antiair Vehicle 41 | Defend the Supermarket..... 73 |
| Lesson 4: Reinforcements 9 | Heavy Artillery 42 | Retake the Southeastern |
| The Reinforcements Menu..... 9 | Medium Artillery 43 | Approach 74 |
| Selecting a Drop Zone 10 | Repair Tank 44 | Hold the Southeastern |
| Requesting and Deploying Units ... 10 | Fortifications 45 | Approach 75 |
| Lesson 5: Tactical Aid 10 | Antiair Fortification 46 | Defend the Town Square 75 |
| The Tactical Aid Menu..... 10 | Anti-Tank Fortification 46 | Break the Soviet Offensive..... 76 |
| Calling in a Tactical Aid 11 | Machine Gun Fortification 47 | Debriefing..... 77 |
| Hotkeys..... 12 | Tactical Aids 47 | Awards Earned 77 |
| Strategy and Tactics13 | Nondestructive 47 | Mission 04: Into |
| General Tactics 13 | Selective Strikes 48 | the Mountains78 |
| Objectives 13 | Indiscriminate Strikes 49 | River Crossings..... 80 |
| Selecting the Right Unit 14 | Mission 01: Invasion.....50 | Secure the Two River Fords..... 80 |
| Organizing Your Units 14 | Soviets on the Waterfront... 52 | Secure the Bridge 82 |
| Reconnaissance 14 | Recon the Harbor 52 | Hold the Bridge until |
| Using Terrain..... 14 | Rescue the Infantry..... 53 | Bannon Arrives 83 |
| Maneuver..... 15 | Secure the Supply Depot..... 53 | Debriefing..... 85 |
| Fire Support..... 15 | Recon the Route to | Awards Earned 85 |
| Counter Battery Fire 15 | the Kingdome 54 | Mission 05: Last Stand.....86 |
| Capturing a Command Point..... 16 | Clear the Route to | Three Bridges 88 |
| Combined Arms 16 | the Kingdome 55 | Secure and Hold the |
| Strategy..... 16 | Clear the LZ at | East Bridge 88 |
| Multiplayer Tactics 17 | the Kingdome 55 | Secure and Hold the |
| The Roles..... 17 | Set up a Perimeter | West Bridge..... 90 |
| Teamwork 18 | at the Kingdome 56 | Secure and Fortify |
| Multiplayer Game Modes..... 18 | Evacuate the Remaining | the North Bridge..... 91 |
| Domination..... 19 | Guardsmen 56 | Hold the North Bridge 92 |
| Assault..... 19 | Clear the Underpass..... 57 | Retake the Town Center..... 92 |
| | Debriefing..... 58 | Regroup at the High School..... 93 |
| | Awards Earned 58 | Call In the Nuclear Strike 93 |

| | |
|--|------------|
| Debriefing..... | 94 |
| Awards Earned | 94 |
| Mission 06: Seeing the Elephant | 95 |
| The French Riviera..... | 97 |
| Secure the Soviet Firebase..... | 97 |
| Clear Out the Village Defenders | 100 |
| Hold the Village..... | 101 |
| Debriefing..... | 102 |
| Awards Earned | 102 |
| Mission 07: Deep Strike..... | 103 |
| The Soviet Headquarters ... | 105 |
| Secure the Bridges..... | 105 |
| Protect the Bridges..... | 107 |
| Clear Out the Town Defenders | 107 |
| Destroy the Enemy Headquarters | 109 |
| Defend the Bridges..... | 109 |
| Debriefing..... | 110 |
| Awards Earned | 110 |
| Mission 08: Beyond the Iron Curtain | 111 |
| Rescue and Recovery..... | 113 |
| Secure the Crash Site | 113 |
| Destroy the AA | 113 |
| Hold the Crash Site | 115 |
| Search the Train Station | 116 |
| Search the Apartment Complex..... | 117 |
| Clear the Extraction Route | 118 |
| Debriefing..... | 119 |
| Awards Earned | 119 |
| Mission 09: Lair of the Bear | 120 |
| The Submarine Base | 122 |
| Secure Submarine One | 122 |
| Secure Submarine Three Before It Leaves..... | 123 |
| Hold Submarine Three | 125 |
| Secure the Residential Area..... | 126 |
| Hold Submarine One | 127 |
| Debriefing..... | 128 |
| Awards Earned | 128 |
| Mission 10: Liberty Lost..... | 129 |
| Air Assault | 131 |
| Assist in Securing Ellis Island South..... | 131 |
| Assist in Securing Ellis Island North..... | 133 |
| Help Secure a Beachhead | 133 |

| | |
|---|------------|
| Destroy the Harpoon Launchers | 134 |
| Destroy All Hostiles on Liberty Island | 135 |
| Assist in Securing Fort Jay..... | 136 |
| Help Defend Fort Jay | 136 |
| Debriefing..... | 137 |
| Awards Earned | 137 |
| Mission 11: Aftermath..... | 138 |
| Along the River | 140 |
| Keep Your Units Alive | 140 |
| Rendezvous with Webb at the Ford..... | 140 |
| Support Webb with Repairs | 141 |
| Repair All Units at the Rally Point | 141 |
| Repair the Abandoned Vehicles | 142 |
| Repair All Units at the Rally Point | 143 |
| Follow Webb to the Rally Point..... | 144 |
| Follow Webb to a Safe Location | 144 |
| Clear the Riverbank of Enemies | 144 |
| Fight Off the Soviet Counterattack | 145 |
| Debriefing..... | 146 |
| Awards Earned | 146 |
| Mission 12: Once More unto the Breach..... | 147 |
| Clearwater Creek | 149 |
| Secure the Soviet Outpost | 149 |
| Secure the Southern Part of Town..... | 150 |
| Secure the Sawmill..... | 151 |
| Defend the Sawmill..... | 153 |
| Break Through the Soviet Lines..... | 153 |
| Secure the Town Square | 154 |
| Deal with All Remaining Soviet Forces..... | 154 |
| Debriefing..... | 155 |
| Awards Earned | 155 |
| Mission 13: Before the Storm..... | 156 |
| Sandfish Island..... | 158 |
| Destroy the AA Emplacements | 158 |
| Capture Both ASM Launchers | 159 |
| The ASM Launchers Must Remain Intact..... | 160 |
| Defend the ASM Launchers..... | 163 |

| | |
|---|------------|
| Secure the Russian Main Camp..... | 163 |
| Debriefing..... | 165 |
| Awards Earned | 165 |
| Mission 14: One Last Fight..... | 166 |
| Sunset on the Space Needle | 168 |
| Save Seattle..... | 168 |
| Destroy the Soviet Guard Post..... | 168 |
| Protect the Diner..... | 169 |
| Clear the Way to the Harbor | 169 |
| Secure the Harbor | 171 |
| Secure the Soviet Main Base..... | 172 |
| Survive the Soviet Counterattack | 173 |
| Destroy All Remaining Enemy Forces..... | 174 |
| Debriefing..... | 175 |
| Awards Earned | 175 |
| The Multiplayer Maps | 176 |
| Airbase | 177 |
| Bridge | 178 |
| Dome | 179 |
| Farmland | 180 |
| Highway | 181 |
| Hillside..... | 182 |
| Hometown | 183 |
| Island | 184 |
| Liberty | 185 |
| Power Plant | 186 |
| Quarry | 187 |
| Radar | 188 |
| Riverbed | 189 |
| Riviera | 190 |
| Ruins | 191 |
| Seaside | 192 |
| Silo | 193 |
| Space Needle | 194 |
| Typhoon | 195 |
| Wasteland | 196 |
| Xmas..... | 197 |
| Unit Stats | 198 |
| U.S. Units | 198 |
| NATO Units..... | 200 |
| Soviet Units | 202 |
| Fortifications | 204 |



combat. As the old saying goes, "The more sweat in training, the less blood in battle."

Welcome to the National Training Center, lieutenant. You have learned the basics of leadership and how to be an officer at West Point. Now you have the opportunity to improve your skills as a commander of a company of units—and to learn how to fight. There is a war on and it is important that you practice these skills now rather than during actual



NOTE

The tutorial is a good place for everyone to begin *World in Conflict*. Even veterans of real-time strategy (RTS) games should give it a shot, since this game has some new features and differences compared to other RTS games.

LESSON 1: THE CAMERA

When commanding during combat, it is important that you be able to view various parts of the battlefield to locate the enemy, observe your units, and to give target- or location-oriented orders.

Moving the Camera

Moving the camera around the battlefield is quite easy. If you have played first-person shooter games, it will be familiar because you basically use the same controls.

Press **W** to move the camera forward and **S** to move it backward. You can also move the camera from side to side while maintaining the current facing; **A** moves the camera to the left while **D** moves it to the right.



Panning the Camera



Panning changes the facing of the camera—the direction in which you are looking. For this you use the mouse. Move the cursor to the left or right edge of the screen to pan the

view in either direction. To look up or down, move the cursor to the top or the bottom of the screen.

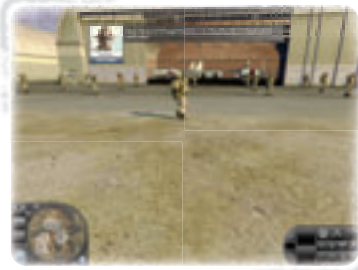
Mouse Look

Moving the cursor to the map edges can require a lot of mouse movement and does not allow for very fine panning control. A better way to look freely around the battlefield is called mouse look. To do this, hold down the middle mouse button and then move the mouse around. This pans the camera left, right, up, and down without having to move the cursor all the way to the map edge.



Combining mouse look with the camera movement keys allows you to quickly move about the battlefield using the same type of commands as if you were playing a first-person shooter game. The only difference is that you have to hold down the middle mouse button while panning.

Camera Elevation



You can also move the camera up and down relative to the ground. Rolling the mouse wheel forward lowers the camera all the way to ground level. Rolling it back raises the camera up into

the sky. During battles you usually want to keep the camera elevation up high. However, lowering it to the ground gives you a better view of the topography. This can be important when positioning a unit in a defensive position. Get down low so you can see what the unit can see.

The Minimap

Located in the lower-left corner of the screen, the minimap is a small, top-down representation of the map. Your units appear as green dots. Friendly units are blue dots and enemy units are red dots. Objectives appear as golden circles, and command points appear as larger dots that are white if uncontrolled, and red or green depending on whether the enemy or you control them. Clicking on a spot on the minimap immediately moves your camera to that location while maintaining the same facing. Five buttons to the left of the minimap allow you to perform specific commands.



| # | NAME | DESCRIPTION | HOTKEY |
|---|-----------------|---|------------|
| 1 | Swap Group | Cycle through your groups of units. | [X] |
| 2 | Go to Drop Zone | Move the camera to the drop zone. | [Spacebar] |
| 3 | Formations | Toggle group formations between box and line. | [Z] |
| 4 | Megamap | Toggle megamap open and closed. | [M] |
| 5 | Disband | Disband selected units. Points will be refunded to the reinforcements pool over time. | [Delete] |



At the end of the first lesson of the tutorial, practice moving around the area. There are a lot of things to look at, and as you get in close, you can really appreciate the detail in the game.

Megamap



The megamap provides a great overhead view of the battlefield. You can activate or deactivate several filters to show the information you need to lead your troops to victory. You open the megamap by clicking on the button next to the minimap or by pressing [M].

LESSON 2: MOVING AND ATTACKING

Now that you are familiar with how to look around the battlefield, it is time to learn how to give orders to your units.

Selecting a Unit

The first thing you must do is select a unit. This is simple. Just left-click on a unit to select it. To select more than one unit, you can left-click and hold on the screen while moving the cursor to drag a box around the units you want to select. Double-clicking on a unit selects all units of that same type on the screen. You can also select units by clicking on their markers in the unit display at the bottom of the screen. If you double-click on a marker here, it selects all units of that type no matter where on the map they are. Finally, another way to select multiple units is to select one, then, while holding down **⇧Shift**, left-click on additional units.



All units have markers to help you spot them on the battlefield and to designate what type of unit they are. These markers are colored differently depending on to whom the unit belongs. Your units have green markers, friendly units have blue markers, and enemy units have red markers. When you select a unit, the border of the marker turns white to indicate a currently selected unit.

Order Palette

Some orders can be given to units by right-clicking on a location or other unit. You can also give orders with the order palette in the lower-right corner of the screen. To give an order using this method, left-click on the desired button, then follow the directions that appear at the bottom of the screen. Some orders happen automatically while others require you to left-click on a target. Below is a list of the orders available on the order palette. For more information on some of these orders, continue reading.



| # | NAME | DESCRIPTION | HOTKEY |
|----|-------------------------------|--|--------------------------------|
| 1 | Resupply Squad | Reinforce the selected infantry squad. | [Insert] |
| 2 | Next/Previous Special Ability | Cycle through the special abilities if there is more than one type of unit selected. | ⇧Shift + E / ⇧Shift + R |
| 3 | Offensive Ability | Activate one of your unit's special abilities. | [E] |
| 4 | Defensive Ability | Activate one of your unit's special abilities. | [R] |
| 5 | Stop | Order your selected units to stop moving. | [T] |
| 6 | Attack Ground | Order your selected units to fire on the selected coordinates rather than a target. | [F] |
| 7 | Hold Fire | Order your selected units to stop firing. | [G] |
| 8 | Move | Issue a move order to selected units. | [N] |
| 9 | Move Backward | Issue a reverse move order. | ⇧Shift + N |
| 10 | Unload All | Unload all infantry from selected transports or buildings. | [U] |
| 11 | Repair | Issue a repair order on one of your own or friendly units. | [J] |
| 12 | Waypoints | Issue a move order with multiple waypoints. | ⇧Shift |
| 13 | Follow Unit | Order selected units to follow another unit. | [I] |
| 14 | Enter Nearest Transport | Tell selected infantry to enter nearest empty transport vehicle. | [Y] |
| 15 | Enter Nearest Building | Tell selected infantry to enter nearest empty building. | [H] |



Movement Orders

Moving a unit is very simple. First, select a unit by left-clicking on it. Then right-click on the location on the map you want the unit to move to. The unit will then advance to that position, in a straight line if possible or by the most direct route if not. Once a unit is selected, you can also give it a move order by holding down **[N]** and then left-clicking on the location. If you want a vehicle to move backward, hold down **[Shift] + [N]** and then left-click on the location. This is useful when you want to move away from an enemy but keep the front of your vehicle facing forward rather than having the unit turn around and move away.



Waypoints



At times you may want to take greater control over the route your units travel to their destination. For example, in a city, you may want them to move along certain roads to

avoid enemy fire. To do this, you can set a series of waypoints through which the selected unit will move by holding down **[Shift]** or pressing the waypoint button on the order palette and then right-clicking on each position you want your unit to move to.

Follow



This order makes the selected unit follow another unit. The following unit waits until the lead unit moves a certain distance away and then follows after it. This is useful for

keep support units close to your main units but not have to give them separate move orders. Ordering them to follow keeps them behind the main units.

Transporting



Certain types of vehicles can carry infantry units. These include armored transports, amphibious transports, troop transports, and transport helicopters. To load an infantry

unit aboard a transport vehicle, select the infantry unit first by left-clicking on it, then right-click on the transport unit. In multiplayer, it is possible for infantry to be transported by any friendly transport vehicle, not just their own. If you have several infantry squads and several transports, you can also select those squads you want to embark, then press **[Y]**—or you can click the button on the order palette. This orders the selected infantry to board the nearest transport. In both cases, if the infantry squads are not adjacent to the transport vehicle, the vehicle will move toward the infantry to speed up the loading process. To unload infantry, select the transport and then click on the unload button on the orders palette or press **[U]**.

Infantry inside a transport cannot be given orders. They are only passengers. In addition, if the vehicle in which they are riding is destroyed, the infantry squad shares its fate. If your transport is about to be destroyed, quickly unload the infantry so at least they have a chance.

Buildings



Infantry units can enter buildings and use them for cover. Such a unit can withstand a lot more enemy fire than an infantry unit out in the open. Units can perform a limited set of attacks from within a building. To enter a building, select an infantry squad and then right-click on an empty building. You can also press **[H]** to order selected infantry to enter the nearest empty



building. This can be handy when a group of infantry squads come under sudden attack. To order infantry to exit a building, select the building and press **[U]**.

Attacking

Your units automatically attack enemy units that come into their weapon's range. However, you can also order your units to attack specific targets. To do this, select one or more units and then right-click on the target. If the target is not in range, your units will move into range and then attack.



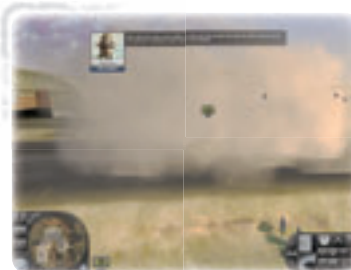
Attack Ground



Units such as tanks and artillery can be ordered to fire on a position on the map rather than at a target. This can include a building or other structure. To do this, press the attack ground

button on the order palette or hold down **[F]** and then left-click on the location you want to fire at. You will primarily use this with artillery when you want to fire at a spot where you think an enemy may be but do not have units close enough to see that location. It can also be used by artillery to hit moving units. Just target an area ahead of the enemy, and by the time the unit reaches that spot, hopefully your artillery rounds will as well.

Special Abilities



Most units have some type of special ability. Some have both an offensive and a defensive special ability. These can be a more powerful type of weapon or a smokescreen. All special abilities have a cool-down timer. This is the time it takes for that unit to reload the required munitions or catch their collective breaths. To use a special ability, click

on either the offensive or defensive special ability button on the order palette or press **[E]** for offensive and **[R]** for defensive abilities. If the ability requires a target, such as when firing an anti-tank missile, you must hold down the hotkey and then left-click on a target.

LESSON 3: COMMAND POINTS AND OBJECTIVES

During each and every mission, you have to complete a number of objectives. Some require you to defend or capture command points.

Command Points

Command points are tactical locations on the map that represent control of a part of the battlefield. A command point consists of 2–4 circles surrounding it called perimeter points. The color of the circles indicates who controls each perimeter point. White is uncontrolled, green is controlled by you, and red is controlled by the enemy. To gain control of a command point, you must control all of the perimeter points.



To gain control of a perimeter point, you must move a unit into the circle. If it is controlled by the enemy, you can capture the perimeter point by destroying all enemy units on the perimeter point and destroying any fortifications, then moving a unit onto the perimeter point.

Fortifications



Once you control a command point, fortifications automatically begin to be constructed at each perimeter point as long as you or an ally have a unit within the circle. There are three types of fortifications—machine gun, anti-tank, and anti-air—and they are built one after the other in that order. These bunkers can be destroyed; however, while at least one is still standing, the perimeter point can't be captured by the enemy.

Objectives



Objectives are orders given to you by your commanding officer. There are two different types. Primary objectives must be achieved to complete a mission successfully. Secondary objectives are optional. However, by achieving these, you receive some type of benefit, whether it is reinforcements, more tactical aid, or just the elimination of an enemy that was a threat to your units. To review your objective, click on the objectives button to the right of the minimap or press [O]. Highlighting an objective in the list brings up your orders in the description box. Here it tells you the requirements for the objective as well as what would cause a failure.

LESSON 4: REINFORCEMENTS

During war, men are wounded and killed. However, as an officer, you must remain focused on completing your objectives. You must replace your losses with reinforcements.



The Reinforcements Menu

Located in the upper-right corner of the screen is the minimized version of the reinforcements menu. Click on the toggle button with the parachute on it to open the expanded menu—or press [B]. At the top are your reinforcements points. In the left column are the points you currently have and can spend. In the right column are your incoming points, which are currently unusable but which will trickle into the left column over time. Each unit has a point value assigned to it. This is what it would cost to order one such unit. Whenever one of your units is destroyed, its full value in reinforcements points is returned to the right column. Therefore, it takes some time to replace a lost unit.

| # | NAME | DESCRIPTION | HOTKEY |
|---|-----------------------|--|--------|
| 1 | Reinforcements Points | This shows usable points/ unusable points. | — |
| 2 | Toggle Button | Open and close the reinforcements menu. | [B] |
| 3 | Transport Timer | This indicates how much time there is until your transport aircraft either arrives or returns to base. | — |
| 4 | Change Team | Click here to change team (multiplayer only). | [Home] |
| 5 | Change Role | Click here to change your role (multiplayer only). | [End] |

| # | NAME | DESCRIPTION | HOTKEY |
|----|------------------|---|----------|
| 6 | Role Tabs | Click here to see the other roles' units available for purchase (multiplayer only). | — |
| 7 | Unit Panel | These units are available for purchase (price displayed beneath unit icons). | — |
| 8 | Deployment Panel | These are the units that will be requested and deployed. | — |
| 9 | Change Drop Zone | Click here to move your drop zone. | [L] |
| 10 | Deploy Units | Click here to deploy the selected units. | [←Enter] |

Selecting a Drop Zone

One of the first things you should do when requesting reinforcements is to select your drop zone. To do this, either click on the change drop zone button or press [L]. This opens the megamap. Click on a location within the dotted area to place your drop zone. You then automatically exit the megamap and return to the reinforcements menu.



Requesting and Deploying Units



You can now request units. Left-click on the unit icons to select a unit. The cost of the unit is deducted from the usable reinforcements points and the unit appears in

the deployment panel. Clicking on a unit icon in the deployment panel or right-clicking on an icon in the unit panel will cancel that request and return the points to your account. You can request multiple units of one type by left-clicking on the icon multiple times. Once you have made your decision, click on the deploy units button or press [←Enter] to deploy your units to the battlefield. It takes 20 seconds for your reinforcements to arrive. It then takes another 20 seconds for the transport aircraft to return so you can request more units.

LESSON 5: TACTICAL AID

Tactical aids are support you can call in over the radio. They encompass everything from reconnaissance flights to artillery barrages and air strikes. They can really give you an advantage in a tight spot. Tactical aids are bought with the tactical aid points that are gained by killing enemies, capturing command points, repairing vehicles, and constructing fortifications. You can request the tactical aid from HQ and place it freely on the map.

The Tactical Aid Menu

This is where you request tactical aids. Click on the toggle button in the upper-left corner of the screen or press [V] to open the menu. The list of available tactical aids appears. If the aid is grayed out, you do not have enough tactical aid points to request that aid. Along the right side of each tactical aid icon are three boxes with numbers. These are the costs to request those aids. You can request from one to three aids of the same type at the same time. Click on the cost for the desired tactical aid and you are then prompted for a target. Follow the directions at the bottom of the screen to call in that tactical aid.





| # | NAME | DESCRIPTION | HOTKEY |
|---|---------------------|---|--------|
| 1 | Toggle Button | Open and close the tactical aid menu. | [V] |
| 2 | Tactical Aid Points | Number of points available to spend on tactical aid. | — |
| 3 | Tactical Aids | These are the tactical aids from which you can choose. | — |
| 4 | Multiple Selections | Use these to deliver more than one tactical aid of a certain type—up to three. The cost for each is listed. | — |
| 5 | Tactical Aid Tabs | Click on these to browse the various types of tactical aid (multiplayer only). | — |

Calling in a Tactical Aid

Once you have selected the tactical aid you want, as well as the number of that aid, you must select a target.

The cursor on the screen changes to a targeting cursor.

For most tactical aids, you pick a location you want the strike or aid delivered to with a single left-click. For artillery barrages and air strikes that attack an area, a red circle appears around the targeting cursor to illustrate the radius of the attack. Some attacks, such as the tank buster, napalm strike, and carpet-bomb, are linear rather than circular attacks. Therefore, you left-click once to set the corridor's starting point and then again in the direction of the end point. You can't set the length of the corridor. If you don't like the start point, right-click to cancel and start over.



TIP

When selecting a tactical aid, an information box appears in the lower-left corner of the screen. Here you can find the cost of the aid, the deployment time, and the recharge time. Most tactical aids take some time to arrive. Therefore, when attacking moving targets, you have to estimate where they will be when the strike arrives so that you can get some hits.

NOTE

For more details on the individual types of tactical aids, please see the "Tactical Aids" section of the "Weapons of War" chapter.



HOTKEYS

Using hotkeys saves a lot of time; you can give orders much quicker. While there are a lot of keys to try to memorize, you will quickly pick up the ones you use most often. Start off with the hotkeys for special abilities since they are the most useful during the heat of battle.

| ACTION | HOTKEY |
|------------------------------------|----------------|
| Camera Forward | [W] |
| Camera Backward | [S] |
| Camera Left | [A] |
| Camera Right | [D] |
| Offensive Special Ability | [E] |
| Defensive Special Ability | [R] |
| Next Special Ability | [⇧Shift] + [E] |
| Previous Special Ability | [⇧Shift] + [R] |
| Go to Drop Zone | [Spacebar] |
| Swap Unit Group | [X] |
| Change Formation | [Z] |
| Attack Ground | [F] |
| Move | [N] |
| Move Backward | [⇧Shift] + [N] |
| Stop | [T] |
| Repair | [J] |
| Enter Nearest Building (infantry) | [H] |
| Enter Nearest Transport (infantry) | [Y] |
| Unload (infantry) | [U] |
| Follow | [I] |
| Hold Fire | [G] |
| Disband Selected Units | [Delete] |
| Resupply Squad | [Insert] |
| Change Drop Zone | [L] |
| Reinforcements Menu | [B] |

| ACTION | HOTKEY |
|---------------------|---------------|
| Deploy Units | [↵Enter] |
| Objectives Menu | [O] |
| Megamap Toggle | [M] |
| Tactical Aid Menu | [V] |
| Pause | [Pause] |
| Show All Unit Icons | [Alt] |
| Chat to All | [Bksp] |
| Chat to Team | [Enter] |
| Scoreboard | [Tab] |
| Change Faction | [Home] |
| Change Role | [End] |
| Request Menu | [Q] |
| VOIP Talk Button | [C] |
| Vote Yes | [Pg Up] |
| Vote No | [Pg Dn] |
| Toggle HUD | [F10] |
| Store Camera 1 | [Ctrl] + [F5] |
| Store Camera 2 | [Ctrl] + [F6] |
| Store Camera 3 | [Ctrl] + [F7] |
| Store Camera 4 | [Ctrl] + [F8] |
| Restore Camera 1 | [F5] |
| Restore Camera 2 | [F6] |
| Restore Camera 3 | [F7] |
| Restore Camera 4 | [F8] |
| Take Screenshot | [Prt Sc] |





Succeeding requires a basic understanding of both strategy and tactics. Strategy is the overall plan you form to complete your objectives. You then employ tactics to make the strategy work. For example, your objective may be to capture several command points during a mission. While planning a strategy, you would determine in which order you would capture the command points as well as the types of support you might need. Tactics come into play as you determine how you will capture each command point, the units you need, and how you will use them. A good commander always considers tactics when planning the overall strategy.

GENERAL TACTICS

Tactics take many things into consideration. The U.S. Army has created an acronym that helps ensure you consider everything important before going into battle—METT-T. This stands for mission, enemy, terrain, troops and support, and time available.

Objectives



Objectives—essentially your orders—are actions that must be completed to win the mission or game. It is important to carefully read your objectives—and

to read them often. During the heat of battle, objectives may change, and frequently you receive new objectives based on how well you completed previous objectives. During the single-player campaign, you get new objectives all the time. Your commanding officer is conducting the strategy and giving you new orders as situations develop. You receive messages about objectives along the left side of the screen. But be sure to take time to open the objective menu to read the specifics. The description explains what you must do to complete the objective as well as what constitutes a failure. For example, you may be ordered to hold a command point. If the enemy takes control of the position and fortifies it, then you failed the objective.

Some objectives also list a time limit. If so, you must consider how quickly you must move to complete the objective before time runs out, which results in failure. Multiplayer games are all time based, so time is an important factor in determining which tactics to use to complete your mission.



The tactics in this chapter are by no means the only ones you can use. Part of the fun of playing *World in Conflict* is experimenting with tactics you create yourself or discover as you play against the computer opponents during the single-player campaign or live opponents during multiplayer games. Be ready for those "That was so cool!" moments as you try something on a whim or out of desperation and are rewarded with a great result.



Selecting the Right Unit



To defeat your enemies, you need to know how to pick the right type of unit for the job. Every unit in the game has its own strengths and weaknesses—even the most powerful. The heavy

tank can lay waste to all types of vehicles; however, it is not very effective against infantry and can't attack helicopters. It is also the slowest ground unit. If you need to move fast or are not fighting against ground vehicles, the heavy tank is not the unit for this job.



Avoid using the same type of unit as your enemies. If they are using heavy tanks, choose something different. When both sides have matching units, the battle is then determined by even odds, and you don't want to fight fair. Instead, pick something that will take advantage of the enemy's weakness. So if the enemy throws heavy tanks as you, counter with anti-tank squads. Think of it as similar to the game of rock, paper, scissors.

Organizing Your Units

During a mission, it is important to be able to give orders quickly to the correct units. A good way to accomplish this is to organize your units into different groups. While these groups can contain different types of units, it is easier to keep each group with one type of unit, as this allows you to quickly use its special ability without having to cycle through the various abilities of different units. Making a system of where you put units can make using groups easier. For instance, groups 1–3 could always be your tanks and armored units, 4–5 for infantry, 6 for repair vehicles, 7 for anti-air, and 8–9 for artillery. If you always use a certain group number for a type of unit, you won't have to think about which group is which in the middle of a fight, or order your artillery to move to the front when you meant for a group of tanks to move instead.



Making groups is easy. First select the units you want in the group and then press **Ctrl + **1-0**. This allows you to have up to 10 different groups. Then to select that group later, you just have to press the group number. A unit can be part of more than one group. For example, you could have group 1 be heavy tanks, group 2 be infantry, and group 10 (0) is group 10) be all of your units. The tanks would be part of two different groups, as would the infantry.**

Reconnaissance

Another important tactic during a battle is knowing where the enemy is located. Each of your units has a visual detection range in which it detects enemy units. If



you open the megamap, the lighter area on the map illustrates the visual range of all your units as well as that of friendly units. Notice that you can see enemy units within this area and not in the darker areas. Some units have longer visual ranges than others. A good commander needs to know what to expect, especially when advancing into enemy territory. Therefore, send a fast unit with a good detection range ahead of your troops. Scout helicopters and troop transports work the best. Then you can call in artillery or tactical aid to deal with enemy concentrations before the rest of your force gets there. It is also a good idea when defending to post scout-type units out in front of your defenses to detect the enemy earlier so you have more time to respond.

Using Terrain

The real world is not flat and empty—and neither are the maps on which you will be fighting. Terrain plays a major role in tactics. It can block movement as well as line of sight. Terrain consists not only of hills and forests, but also of man-made structures such as buildings. Commanders must think of terrain in terms of affordances. Affordances are actions that can be performed within an environment as well as on an environment. In other words, while looking at the terrain on a map, consider how it will affect your options and how you can use it to your advantage. Woods and buildings block firing and movement, but also can provide cover for infantry within them. A river limits movement across it to



narrow bridges and fords. You can also interact with the environment. Destroy buildings to either kill the infantry inside or prevent them from being used by the enemy. If some woods block the path of your vehicles, drop napalm or a Daisy Cutter on the woods to create an opening through which you can move.

TIP

Buildings and forests can serve as cover for vehicles even though the vehicles can't enter them. Position your units on the opposite side of a building or forest from the enemy. You can still detect opponents, but they can't fire at you.

Maneuver

Maneuver is the way you move your units across the battlefield. Before you start moving, consider how you want to get to your destination. The direct or shortest route may not be the best—especially if the enemy is expecting you to move along that path. Look around for alternate paths. The terrain often limits your movement. Some terrain, such as forests, can be destroyed to provide new avenues for movement. The edges of maps also offer opportunities to get in behind the enemy and attack from a different direction. The advantage to map edges is that you know the enemy can't approach your force from off the map.



Another important maneuver tactic is flanking the enemy. Flanking is when you approach an enemy from the side or rear rather than head-on. Enemies will position their defenses strongest where they expect you to attack. If you come around from the side, you will run into fewer defenses. Flanking can also be accomplished during an engagement. Tanks have their heaviest armor in the front, and the enemy will usually keep this armor pointed at threats. However, if you split up your units to attack from opposite sides, whichever way the enemy tank turns, one of your groups will be able to fire at the thinner side or rear armor.

Fire Support



A major feature of *World in Conflict* is fire support.

These are attacks you can use from units that are not necessarily at the front. They include artillery units that you control on the

map and tactical aid that you can request from off the map. Artillery you control is always available for attacks against enemies. Tactical aid must be purchased with tactical aid points you earn by killing enemy units, capturing positions, repairing units, and building fortifications. If you have scout units out in advance of your force, you can locate the enemy before you are close enough to attack with your main force. Call in fire support to soften up the enemies so that when your main force rolls in, it faces a lot less resistance. Even if you only damage the enemy units, it makes it a lot easier for you to destroy them. You can also use fire support to destroy buildings and other structures as well as eliminate enemies far behind the lines before they even get to the front.

Counter Battery Fire



Fire from heavy artillery units can be devastating. If the enemy begins firing on your positions or units, you need to silence it as quickly as possible or your force will take heavy damage. Chances

are that the enemy has positioned this artillery at a distance from your location to keep it safe. While you can send out a scout unit to look for the enemy artillery, that could take some time. Instead, keep an eye on the minimap. Artillery fire shows up as moving orange dots. You can also see the rounds traveling through the air on the screen—especially the munitions from rocket launchers. Call in a heavy barrage or air strike on the suspected location. If you are using a strike delivered by aircraft, you will briefly see what the pilot sees as he flies over. If you miss, you now know where to call in another attack. Heavy attack helicopters also work well in this role. Send them behind enemy lines to attack support units such as artillery.

Capturing a Command Point



Command points are the way the game determines control of areas on the map. Each command point includes 2–4 perimeter points. If you gain control of all the perimeter

points, then you control the command point. Often you have to capture a command point held by the enemy. This can be dangerous if the enemy has held the position long enough to build fortifications.



The first thing to do when attempting to capture a command point is to scout it out. Move a unit in close enough to see what fortifications surround the perimeter points and what units the enemy has in the area to defend it. If possible, call in artillery fire or tactical aid to attack the units and fortifications. Laser-guided bombs work great against fortifications, as does napalm, which continues to inflict damage as it burns. If you have limited fire support, then destroy only the fortifications that represent a threat to your attacking units. When moving in tanks, be sure to take out the anti-tank fortification. Then your tanks can work over the other defenses. Before you can take control of a perimeter point, all of its fortifications must be destroyed, along with all enemies within the point's circle. As soon as you move a unit onto the circle, the perimeter point becomes yours. Clear out and secure the remaining perimeter points to gain control of the command point. Fortifications are automatically constructed as long as you keep one or more units on the perimeter points. If at any time a perimeter point is left vacant, construction of new fortifications ceases, but completed fortifications remain.

COMBINED ARMS

Combined arms is the military concept that different types of units should be integrated to complement one another and achieve an advantage over the enemy. In other words, combined arms seeks to maximize the amount of destruction a military force can inflict while at the same time minimizing its risk to enemy fire.



A simple example of this is an anti-tank infantry squad. It is deadly against vehicles but susceptible to small-arms fire and extremely vulnerable while moving out in the open. However, if you pair this squad up with an armored transport, the squad can not only move faster, it moves across open terrain with much better protection from small-arms fire. This arrangement also benefits the armored transport, which is not that powerful against heavy armor. The anti-tank squad can dismount and add its superior anti-tank firepower to take out enemy armor.

Combined arms can be applied to an entire force as well to a team during multiplayer games. By maintaining a variety of different types of units, you can react to whatever the enemy throws at you. This does not mean that you need one of every type of unit—just enough to deal with the threat. An ideal force would contain tanks, infantry with armored transports, repair units, anti-air units, air units, and artillery. Usually you won't have all of these types of units available. Then you must choose those units that complement each other the best. Look for units that can serve multiple roles. Armored transports and amphibious armored transports that can shoot down helicopters as well as carry infantry are examples of multi-role units. A heavy tank is really only good against vehicles.

STRATEGY



Now that you have a good understanding of the various tactics, you can consider strategy. When a mission or game begins, you must have a general strategy of how to win. That

strategy will change during the course of the battle in response to the actions of the enemy. However, you at least need to know what you are going to do

first. Often that includes picking a drop zone and requesting units. Both of these are determined by which objectives you want to go after first and the type of terrain in which you will be operating. Infantry are great for cities while tanks are best for out in the open.

Once you get your units on the ground, you have more decisions to make. Are you going to go after a single command point with your entire force so you have enough to hold it, or spread out and take several command points with the bare minimum so you can get a lot of tactical aid points early on? Strategy continues as you ask yourself what to do next, until the mission is over.

Your strategy often reflects your style of play. Some people like to go with fewer, more powerful units and carefully defend each position before moving on to the next. Others go for lots of cheaper units with the idea that the enemy can't be strong everywhere, and they try to seek out weak points to exploit. Try different strategies to see what works best for you. Your opponents are also a big factor in selecting a strategy. What works against one person may fail miserably against someone with a different style. Mix it up to keep opponents guessing at what you are going to do.

MULTIPLAYER TACTICS

The multiplayer game is a bit different from the single-player campaign. While the campaign limits your selection of units and tactical aids, it does allow you to combine units from different roles without penalty. In the multiplayer game, you must play as a single role at a time, which limits your unit selection. However, you have access to all tactical aids right from the start. Some additional tactics apply specifically to multiplayer games.



The Roles



You may choose from four different roles. The role you select limits you to certain units within that role. You can also request some other units from other roles; however, you must pay a higher price for those units as a penalty. Let's take a look at the four roles.

ARMOR



The armor role really has about everything you need to win a mission. With three different types of tanks, you have the flexibility of engaging heavy armor and all other ground vehicles as well as infantry. The armored transport vehicles provide some protection against enemy helicopters. Since all of the vehicles in this class are armored, they can take more damage before they are destroyed than the units from other roles. Armor is a great role for beginners and those who like to operate independently.



INFANTRY

Infantry is a bit tougher role since all of its units are extremely vulnerable to enemy fire.

However, a careful infantry commander can make life miserable for other commanders. The vehicles in this role are light, but fast. They are intended primarily to transport infantry to the fight and then stay out of the way. Infantry squads operate best in forests and cities, where they can use the trees and buildings for cover and protection. Once you have some experience with the game, try playing as infantry. It can be quite rewarding and a lot of fun.



AIR



The air role comes with the option of the four types of helicopters. This is ideal for a player who likes to move fast and hit enemies where they least expect it. The downside to

this role is that helicopters can't capture command points. Therefore, players in the air role must purchase ground units at high prices or act in the support role to help teammates by clearing out the enemy from around command points so the ground-pounders can march right in. Players in the air role can use their TA points to call in paratroopers, tanks, and transports to capture points.

SUPPORT



The support role is the toughest to play, since you must rely on your teammates for attacking the enemy and capturing command points. However, a good support player is a great advantage

to teammates. The support role focuses on three areas. The first is antiair defenses. If the enemy has helicopters, request some antiair units and then send them to help your teammates. If you don't want to have to keep moving these units all the time, order them to follow one of your teammates' units. Wherever they go, so goes the antiair unit. The second area of support is artillery. Only the support role can get heavy artillery units. Use them to help clear command points for your team and destroy enemy concentrations. Finally, there is repair duty. Send repair tanks or troop transports to help fix up your teammates' damaged vehicles and helicopters.

Teamwork



To win a multiplayer game, you must use teamwork. *World in Conflict* was designed to require players to work together through the role system. No one player has all the most powerful

units. Instead, each has a piece of the puzzle that leads to victory.

The first part of teamwork begins with selecting your role. Choose something that is still vacant. The game will make recommendations based on what has been chosen. You don't want a team with only air units, or you will never capture a command point. Use combined-arms tactics to beat the enemy. Every player has a role and can use his or her units' advantages to help the other teammates make up for their units' weaknesses. To do this, you need to stick together so your forces are close enough to support one another.

Working with other players requires communications. There are three ways to communicate with your teammates. If you have a headset, use the Voice Over IP (VOIP) included in the game to talk to your teammates. Let them know what you are doing and where you are going. See if they need any help that you can offer. If you don't have a headset, you can type your messages using the chat ability. Just press **[Backspace]** to bring up the chat window to send messages to your team. Pressing **[Enter]** opens a window to send messages to all players. While it takes longer than VOIP, it is better than remaining silent. Another way to communicate is through the request menu. Press **[@]** to bring it up. It allows you to send canned messages quickly. In addition, you can ask your teammates for various types of support and even indicate a position on the map where you need it. When a request is made, an icon appears on the field and screen that is visible to your teammates. By clicking on the icon, the teammate can move to the area where aid is needed.

MULTIPLAYER GAME MODES

When you play multiplayer games, there are three different modes. Each map is designed for a single mode, so once you pick the map, you also pick that mode. Following are descriptions and tactics for each of these modes.

Domination

In domination mode, each team fights for control over a number of command points on the map. As one team controls more command points, the domination bar moves in their favor. If you take control of all the command points, the domination bar moves twice as fast. Once the bar fills completely for one side, the game is over. Otherwise, whichever side has most of the bar when the timer runs out is the winner.

When playing domination games, it is a good idea to get as many command points as quickly as possible. The goal is to get the bar moving in your favor early on to give you time to get some fortifications built at the command points. As you get more reinforcements points, you can then send heavier, slower units forward to hold the command points from enemy attack.



Assault

Assault mode games are played in two rounds. During the first round, one player is the attacker and the other the defender. While there are several command points to capture, only one appears at a time. As soon as the attacker takes control of the perimeter points for a command point, it disappears and the next command point appears. When the attacker has captured all the command points or the timer runs out, the second mode starts and the defending player now gets to be the attacker and vice versa. The new attacker is trying to beat the other player's results by either capturing more command points or capturing them all in less time.

The fighting is usually concentrated around the current command point, but it is a good idea, whether you are the attacker or defender, to send units to the locations for the next command point so you can either secure it or defend it as soon as the current command point is captured. When playing as a team, you might even have some of your teammates head to the next command point while you secure the first one. Then once that is accomplished, you head to the third command point while your teammate secures the second, thus leapfrogging across the map to the last command point.



Tug-of-War



Tug-of-war can be one of the most intense game modes. A single command point of 2-4 perimeter points serves as a front line. Once one team captures all of these

points, then another command point line appears on the opposing side's part of the map. When this command point is captured a third and final waypoint appears. If the advancing team captures it, the game is over. However, if the defenders can hold it and capture the previous command point, they push the line back the other way. If neither side pushes the line all the way before the timer runs out, the side that controls most of the map is the winner.

This game mode requires you to spread out your force and advance along a wide front. As you begin to push the line, you must not only try to capture the new command point line, but also defend the old one, since that is how the enemy can push the line back. It is great to have a teammate playing the support role, since this person can bombard the perimeter points in advance of your units to clear them out so you can roll right onto them without fighting. As you advance the line, your deployment zone also advances across the map, allowing you to drop reinforcements right next to the line.





As a commander, it is important to know not only about your own units, but also about those of your enemy. The units in the game are divided into four main categories—armor, air, infantry, and support.

UNIT INFORMATION

For each of the units covered in this chapter, stats have been included. Here is a description of the various types of information.



Costs are for multiplayer games. They can vary in the single-player campaign depending on the mission.

COST INFANTRY: The cost for the unit when playing in the infantry role

COST ARMOR: The cost for the unit when playing in the armor role

COST SUPPORT: The cost for the unit when playing in the support role

COST AIR: The cost for the unit when playing in the air role

SCORE: The total score value awarded for killing the unit. Note that score is awarded when doing damage, not when killing a unit, so a unit with half health will only give half its full score when killed. Score is also used to decide how fast fortifications are constructed when the unit is placed in a friendly perimeter point.

HEALTH: The amount of damage the unit can sustain before being killed or destroyed

MAX SPEED: How fast the unit moves, in meters per second (m/s)

ARMOR (FRONT/SIDE/REAR/TOP): The armor value of the unit for the various aspects. Tanks and armored vehicles generally have weaker armor on the sides and in the rear, making flanking maneuvers important, but lighter vehicles typically have the same armor value on all sides.

VIEW RANGE: How far the unit can see and detect enemy units, in meters (m)

PERCEPTION RANGE: Enemy units within a unit's perception range are instantly revealed, regardless of if they're hidden in forests, buildings, or smoke clouds.

OFFENSIVE SPECIAL ABILITY: The unit's special ability

RECHARGE TIME: How many seconds (s) it takes until the ability can be used again

DEFENSIVE SPECIAL ABILITY: The unit's special ability

SQUAD COMPOSITION: For infantry units, the types of soldiers in the unit

PROJECTILE TYPE: The way a projectile travels to the target. Straight projectiles are bullets, rockets, and tank shells that fly in a straight line at the target; homing ones are missiles that track and follow a target that is moving; ballistic projectiles include artillery shells affected by gravity and fired in arcs toward the target.

FIRE RANGE: The maximum range in meters (m) at which the unit can attack a target

MAX DIRECT DAMAGE: This is the theoretical maximum amount of damage a unit could inflict per second. However, the game simulates projectile physics, so accuracy and armor will decrease this value.

ARMOR PIERCING: How well the unit's projectiles penetrate armor

MAX BLAST DAMAGE: Many projectiles cause blast or "splash" damage when hitting their target that can damage units not directly hit. The damage and armor-piercing values of this blast are completely separate from the direct damage. Also note that the differing armor-piercing values on the blast and direct damage from a shooter can make sure that only direct hits may harm certain heavily armed units.

BLAST ARMOR PIERCING: How well the projectile's blast damage penetrates armor

BLAST RADIUS: The range, in meters (m) from point of impact, that blast damage is inflicted

TARGET GROUND VEHICLES: Indicates if the unit can target ground vehicles

TARGET INFANTRY: Indicates if the unit can target infantry

TARGET AIR: Indicates if the unit can target air units

TRANSPORT INFANTRY: Indicates if the unit can transport infantry

REPAIRING HP: How many health points the unit can restore per second

THE DAMAGE MODEL

Once a projectile hits a unit, the actual damage done is calculated with the following formula. "Damage" and "armor piercing" are per-unit attacker variables; "armor" is a target variable.

$$\left(\left(\frac{\text{Armor Piercing}}{\text{Armor}} \text{ if } \leq 0.2 \text{ the deflect} \right) - (\text{Random } 0 \text{ to } 0.2) \right) \text{ if } \geq 1.0 \text{ then clamp to } 1.0 = \text{Damage dealt}$$

- If the armor piercing/armor ratio is less than 0.2, the projectile simply cannot penetrate the armor and no damage is done.
- If the projectile does penetrate the armor, a random value between 0 and 0.2 is subtracted from the armor piercing/armor ratio. This introduces a small random element, the effect of which is most pronounced when the projectile barely penetrates the target. If the armor-piercing value is much larger than the armor value, this random element will have no effect; if the projectile just barely penetrates, occasionally no damage at all will be dealt.
- If the ratio is larger than 1 even after the random subtraction, full damage is dealt. The maximum damage dealt cannot be larger than the unit's scripted damage value.

ARMOR

Armor combines firepower with mobility. These vehicles are protected from small-arms fire by their armor and can cause a lot of damage to other units, including enemy armor. Because of this, tanks are great for spearheading an attack as well as for defending a position. The other members of the armor category, the transports, are also protected by armor and armed with weapons that complement the tanks' main guns. An armored force with both tanks and transports can engage any type of enemy on the battlefield.



NOTE

Armor units can run over and kill infantry units. For armor players, the Force Move key (**N**) is most valuable when attempting to run over infantry in the open.



Heavy Tanks



U.S.: M1A1 Abrams



U.S.S.R.: T-80 U



NATO: Leopard 2A4

Heavy tanks are the most powerful tanks—and the most expensive. With the most armor and the largest guns, they are excellent for destroying other tanks. However, they are not very effective against infantry since their rounds cause little blast damage. Heavy tanks are also the slowest of the tanks, which puts them at a disadvantage when speed is a necessity.

OFFENSIVE SPECIAL ABILITY: HEAT Shell

The high-explosive anti-tank (HEAT) shell uses chemical energy rather than kinetic to penetrate armor. Though not very effective against heavy tanks, HEAT shells can take out lighter tanks with a single hit.

DEFENSIVE SPECIAL ABILITY: Smoke Screen

Heavy tanks have smoke mortars, which can be fired to provide an instant cloud of smoke around the tank. This is useful when you come under attack and want to withdraw.

| STATS | |
|-----------------------------|-------------------|
| Cost Infantry | N/A |
| Cost Armor | 1,200 |
| Cost Support | N/A |
| Cost Air | N/A |
| Score | 31.2 |
| Health | 1,837 |
| Max Speed | 12 m/s |
| Armor (front/side/rear/top) | 1,100/800/550/550 |
| View Range | 120 m |
| Perception Range | 20 m |
| Offensive Special Ability | HEAT shell |
| Recharge Time | 30 s |
| Defensive Special Ability | Smoke screen |
| Recharge Time | 45 s |
| Projectile Type | Straight |
| Fire Range | 250 m |
| Max Direct Damage | 51 |
| Armor Piercing | 500 |
| Max Blast Damage | 9 |
| Blast Armor Piercing | 120 |
| Blast Radius | 2 m |
| Target Ground Vehicles | Yes |
| Target Infantry | Yes |
| Target Air | No |
| Transport Infantry | No |

Medium Tanks



U.S.: M60A3 Patton



U.S.S.R.: T-62



NATO: Chieftain Mk 5

Medium tanks are well rounded. Able to hold their own against other tanks, they are also very effective against infantry since they fire a projectile with a high blast damage. Faster than heavy tanks, medium tanks can get to a position quickly and still have enough firepower to hold it. Its price makes the medium tank a good value since you can get three medium tanks for the price of two heavies.

OFFENSIVE SPECIAL ABILITY: White Phosphorous Shell (U.S. and NATO) or Frag-High Explosive Round (U.S.S.R.)

Both of these projectiles are anti-infantry rounds that have a larger blast radius than that of the tank's standard ammunition. They target an area and can kill an entire squad with a well-placed hit.

DEFENSIVE SPECIAL ABILITY: Smoke Screen

Medium tanks have smoke mortars, which can be fired to provide an instant cloud of smoke around the tank. This is useful when you come under attack and want to withdraw.

| STATS | |
|-----------------------------|---------------------------|
| Cost Infantry | 1,000 |
| Cost Armor | 800 |
| Cost Support | 1,200 |
| Cost Air | 1,200 |
| Score | 20.8 |
| Health | 1,592 |
| Max Speed | 14 m/s |
| Armor (front/side/rear/top) | 650/500/375/375 |
| View Range | 105 m |
| Perception Range | 20 m |
| Offensive Special Ability | WP shell or frag-HE round |
| Recharge Time | 40 s |
| Defensive Special Ability | Smoke screen |
| Recharge Time | 45 s |
| Projectile Type | Straight |
| Fire Range | 230 m |
| Max Direct Damage | 50 |
| Armor Piercing | 250 |
| Max Blast Damage | 33 |
| Blast Armor Piercing | 120 |
| Blast Radius | 6 m |
| Target Ground Vehicles | Yes |
| Target Infantry | Yes |
| Target Air | No |
| Transport Infantry | No |



U.S.: M551A1 Sheridan



U.S.S.R.: PT-76



NATO: FV101 Scorpion

Light Tanks

Light tanks are fast, but lightly armed and armored. They are great when facing armored transports or other light tanks. However, when up against heavy tanks, use the light tank's speed to move around to hit them in the side or rear armor.

OFFENSIVE SPECIAL ABILITY: Shillelagh Missile (U.S.), AT-4 Spigot (U.S.S.R.), or HESH Round (NATO)

The anti-tank missiles carried by the Sheridan and PT-76 are effective against all types of armor and give these light tanks their punch against heavier tanks. The HESH (high-explosive squash head) round is a thin shell filled with plastic explosive that spreads out on impact a split second before it detonates. It is equally effective against heavier tanks.

DEFENSIVE SPECIAL ABILITY: Smoke Screen

Light tanks have smoke mortars, which can be fired to provide an instant cloud of smoke around the tank. This is useful when you come under attack and want to withdraw.

| Stats | |
|-----------------------------|---------------------------------|
| Cost Infantry | N/A |
| Cost Armor | 600 |
| Cost Support | N/A |
| Cost Air | N/A |
| Score | 15.6 |
| Health | 1,408 |
| Max Speed | 16 m/s |
| Armor (front/side/rear/top) | 475/300/275/275 |
| View Range | 100 m |
| Perception Range | 20 m |
| Offensive Special Ability | Anti-tank missile or HESH round |
| Recharge Time | 30 s |
| Defensive Special Ability | Smoke screen |
| Recharge Time | 45 s |
| Projectile Type | Straight |
| Fire Range | 190 m |
| Max Direct Damage | 70 |
| Armor Piercing | 175 |
| Max Blast Damage | 40 |
| Blast Armor Piercing | 120 |
| Blast Radius | 4 m |
| Target Ground Vehicles | Yes |
| Target Infantry | Yes |
| Target Air | No |
| Transport Infantry | No |

Armored Transports



U.S.: M2A2 Bradley



U.S.S.R.: BMP-2



NATO: FV510 Warrior

Armored transports, often called infantry fighting vehicles (IFV), not only transport infantry into battle but fight alongside by offering fire support. While not as heavily armored as tanks, these units are very versatile in that they can engage all types of enemies, including helicopters. However, unless you need them for transport, you are often better off going with a medium tank, which is just a bit more expensive.

OFFENSIVE SPECIAL ABILITY: TOW Missile (U.S.), AT-5 Spandrel Missile (U.S.S.R.), or Armor-Piercing Rounds (NATO)

Both the U.S. and Soviet armored transports carry anti-tank missiles, which are single-shot weapons that must recharge after every use. NATO units use AP rounds; they are fired from the same cannon as the standard attack, but the ammunition has more armor-penetrating power. The special ability lasts for a short time before it must recharge.

DEFENSIVE SPECIAL ABILITY: Smoke Screen

Armored transports have smoke mortars, which can be fired to provide an instant cloud of smoke around the tank. This is useful when you come under attack and want to withdraw.

| Stats | |
|-----------------------------|------------------------------|
| Cost Infantry | 1,000 |
| Cost Armor | 750 |
| Cost Support | 1,100 |
| Cost Air | 1,100 |
| Score | 18.2 |
| Health | 1,225 |
| Max Speed | 16 m/s |
| Armor (front/side/rear/top) | 400/350/300/300 |
| View Range | 145 m |
| Perception Range | 20 m |
| Offensive Special Ability | Anti-tank missile or AP ammo |
| Recharge Time | 45 s |
| Defensive Special Ability | Smoke screen |
| Recharge Time | 45 s |
| Projectile Type | Straight |
| Fire Range | 140 m |
| Max Direct Damage | 185 |
| Armor Piercing | 120 |
| Max Blast Damage | 246 |
| Blast Armor Piercing | 80 |
| Blast Radius | 4 m |
| Target Ground Vehicles | Yes |
| Target Infantry | Yes |
| Target Air | Yes |
| Transport Infantry | Yes |

Amphibious Armored Transports



U.S.: AAVP7A1



U.S.S.R.: BTR-60



NATO: Luchs

Amphibious armored transports have lighter armor than other armored units, and move as slowly as a heavy tank. While not armed with as heavy firepower as an armored transport, they have the ability to attack all types of units, including helicopters. However, this unit's ability to move through water can give you some tactical flexibility, allowing you to cross deep water, such as rivers, without having to use fords and bridges. They can also be used on coastal maps to flank the enemy by traveling on the water around defensive positions on land.

OFFENSIVE SPECIAL ABILITY: MK-19 Grenade Launcher (U.S.) or HEI Rounds (U.S.S.R. and NATO)

These special abilities are very effective against infantry and light vehicles. The U.S. MK-19 fires several grenades within a small radius that attack everyone in the area. HEI (high-explosive incendiary) rounds are fired by the same gun as the normal ammunition, but they have an added blast as well as fire effect, increasing the damage inflicted.

DEFENSIVE SPECIAL ABILITY: Smoke Screen

These transports have smoke mortars, which can be fired to provide an instant cloud of smoke around the tank. This is useful when you come under attack and want to withdraw.

| STATS | |
|-----------------------------|--|
| Cost Infantry | 850 |
| Cost Armor | 650 |
| Cost Support | 1,000 |
| Cost Air | 1,000 |
| Score | 16.9 |
| Health | 1,102 |
| Max Speed | 12 m/s |
| Armor (front/side/rear/top) | 400/350/300/300 |
| View Range | 145 m |
| Perception Range | 20 m |
| Offensive Special Ability | Grenade launcher barrage or HEI rounds |
| Recharge Time | 25 s |
| Defensive Special Ability | Smoke screen |
| Recharge Time | 45 s |
| Projectile Type | Straight |
| Fire Range | 140 m |
| Max Direct Damage | 158 |
| Armor Piercing | 120 |
| Max Blast Damage | 168 |
| Blast Armor Piercing | 80 |
| Blast Radius | 4 m |
| Target Ground Vehicles | Yes |
| Target Infantry | Yes |
| Target Air | Yes |
| Transport Infantry | Yes |

AIR

Air units are all helicopters of different varieties. Unlike ground units, air units can't capture command points. However, they can fly over all types of terrain and quickly move about the battlefield. Helicopters are not as heavily armored as ground vehicles and, therefore, can be destroyed more easily—especially when attacked by anti-air vehicles or fortifications.



Heavy Attack Helicopter



U.S.: AH-64 Apache



U.S.S.R.: Mi-25V HIND



NATO: A129 Mangusta

Heavy attack helicopters are like flying tanks. They are armed with cannons, unguided rockets, and anti-tank missiles. They are best used against enemy tanks since their attack is more focused on armor piercing. Their main weakness is against other helicopters.

OFFENSIVE SPECIAL ABILITY: Hellfire Missile (U.S.), AT-6 Spiral Missile (U.S.S.R.), and HOT Missile (NATO)

All heavy attack helicopters can fire anti-tank missiles. The missiles are powerful, but it is best to fire them at heavy tanks from the side or rear for more damage. These missiles have a long range, so you can even use them to take out anti-air vehicles before they can hit your helicopter.

DEFENSIVE SPECIAL ABILITY: Drop Flares

To divert incoming missiles, helicopters can eject salvos of burning-hot IR (infrared) countermeasures. While they can help against fire from heavy anti-air vehicles, they are not effective against fire from medium anti-air vehicles or cannon and machine gun fire from other units.

| Stats | |
|-----------------------------|---------------------------|
| Cost Infantry | N/A |
| Cost Armor | N/A |
| Cost Support | N/A |
| Cost Air | 1,200 |
| Score | 15.6 |
| Health | 980 |
| Max Speed | 34 m/s |
| Armor (front/side/rear/top) | 350/350/350/350 |
| View Range | 250 m |
| Perception Range | 5 m |
| Offensive Special Ability | Anti-tank guided missiles |
| Recharge Time | 50 s |
| Defensive Special Ability | Drop flares |
| Recharge Time | 30 s |
| Projectile Type | Straight |
| Fire Range | 125 m |
| Max Direct Damage | 61 |
| Armor Piercing | 370 |
| Max Blast Damage | 91 |
| Blast Armor Piercing | 150 |
| Blast Radius | 7 m |
| Target Ground Vehicles | Yes |
| Target Infantry | Yes |
| Target Air | Yes |
| Transport Infantry | No |

Medium Attack Helicopter



U.S.: AH-1W Super Cobra



U.S.S.R.: Mi-28 Havoc



NATO: SA-341 Gazelle

Medium attack helicopters are more suited to attacking infantry and light vehicles rather than medium and heavy tanks. However, they are quite good at shooting down enemy helicopters. Use them to complement and support your heavy attack helicopters.

OFFENSIVE SPECIAL ABILITY: Sidewinder Missile (U.S.), Vypmel R-73 Missile (U.S.S.R.), and Mistral Missile (NATO)

All medium attack helicopters are armed with heat-seeking air-to-air missiles that are only useful for shooting down other helicopters. However, these missiles can be fooled and diverted by flares.

DEFENSIVE SPECIAL ABILITY: Drop Flares

To divert incoming missiles, helicopters can eject salvos of burning-hot IR (infrared) countermeasures. While they can help against fire from heavy anti-air vehicles, they are not effective against fire from medium anti-air vehicles or cannon and machine gun fire from other units.

| Stats | |
|-----------------------------|---------------------|
| Cost Infantry | 1,200 |
| Cost Armor | 1,400 |
| Cost Support | 1,400 |
| Cost Air | 900 |
| Score | 15.6 |
| Health | 980 |
| Max Speed | 36 m/s |
| Armor (front/side/rear/top) | 350/350/350/350 |
| View Range | 250 m |
| Perception Range | 5 m |
| Offensive Special Ability | Air-to-air missiles |
| Recharge Time | 30 s |
| Defensive Special Ability | Drop flares |
| Recharge Time | 30 s |
| Projectile Type | Straight |
| Fire Range | 125 m |
| Max Direct Damage | 183 |
| Armor Piercing | 160 |
| Max Blast Damage | 174 |
| Blast Armor Piercing | 80 |
| Blast Radius | 4 m |
| Target Ground Vehicles | Yes |
| Target Infantry | Yes |
| Target Air | Yes |
| Transport Infantry | No |

Scout Helicopter



U.S.: OH-6A Cayuse



U.S.S.R.: Ka-25 Hornet



NATO: PAH-1

Scout helicopters are the fastest units in the game and have the longest visual range. Armed with unguided rockets and miniguns, they can engage infantry and light vehicles. However, they are very susceptible to enemy fire. Use scout helicopters to locate enemy units behind the line of battle in order to call artillery fire or tactical aid strikes down on them.

OFFENSIVE SPECIAL ABILITY: IR Scan

Scout helicopters can activate an infrared scan that detects enemy units hidden in buildings, woods, or even smoke clouds. The ability lasts for a limited time before it must recharge. Use it to avoid infantry hiding in cover waiting to ambush your ground units.

DEFENSIVE SPECIAL ABILITY: Drop Flares

To divert incoming missiles, helicopters can eject salvos of burning-hot IR (infrared) countermeasures. While they can help against fire from heavy anti-air vehicles, they are not effective against fire from medium anti-air vehicles or cannon and machine gun fire from other units.

| Stats | |
|-----------------------------|-----------------|
| Cost Infantry | 800 |
| Cost Armor | 900 |
| Cost Support | 900 |
| Cost Air | 600 |
| Score | 11 |
| Health | 980 |
| Max Speed | 40 m/s |
| Armor (front/side/rear/top) | 250/250/250/250 |
| View Range | 300 m |
| Perception Range | 5 m |
| Offensive Special Ability | IR scan |
| Recharge Time | 20 s |
| Defensive Special Ability | Drop flares |
| Recharge Time | 30 s |
| Projectile Type | Straight |
| Fire Range | 90 m |
| Max Direct Damage | 63 |
| Armor Piercing | 100 |
| Max Blast Damage | 103 |
| Blast Armor Piercing | 100 |
| Blast Radius | 4 m |
| Target Ground Vehicles | Yes |
| Target Infantry | Yes |
| Target Air | No |
| Transport Infantry | No |

Transport Helicopter



U.S.: UH-60 Black Hawk



U.S.S.R.: Mi-8 HIP



NATO: SA-330 Super Puma

Transport helicopters are designed to carry infantry units into battle. You can use ground transport units for most jobs, but transport helicopters allow you to quickly move across the map, regardless of terrain, and deposit infantry behind enemy lines. However, since they are unarmed, get them back to safety after they deliver their troops and be sure to avoid antiair units.

OFFENSIVE SPECIAL ABILITY: None

DEFENSIVE SPECIAL ABILITY: Drop Flares

To divert incoming missiles, helicopters can eject salvos of burning-hot IR (infrared) countermeasures. While they can help against fire from heavy antiair vehicles, they are not effective against fire from medium antiair vehicles or cannon and machine gun fire from other units.

| Stats | |
|-----------------------------|-----------------|
| Cost Infantry | 850 |
| Cost Armor | 1,000 |
| Cost Support | 1,000 |
| Cost Air | 650 |
| Score | 13 |
| Health | 1,225 |
| Max Speed | 30 m/s |
| Armor (front/side/rear/top) | 350/350/350/350 |
| View Range | 175 m |
| Perception Range | 5 m |
| Offensive Special Ability | N/A |
| Recharge Time | N/A |
| Defensive Special Ability | Drop flares |
| Recharge Time | 30 s |
| Projectile Type | N/A |
| Fire Range | N/A |
| Max Direct Damage | N/A |
| Armor Piercing | N/A |
| Max Blast Damage | N/A |
| Blast Armor Piercing | N/A |
| Blast Radius | N/A |
| Target Ground Vehicles | N/A |
| Target Infantry | N/A |
| Target Air | N/A |
| Transport Infantry | Yes |

INFANTRY

Known as the “Queen of Battle,” infantry units are often underestimated by most commanders in favor of tanks and other powerful vehicles. However, experienced commanders can turn columns of heavy tanks into smoking hulks with a handful of infantry. While infantry are vulnerable out in the open, when in forests or buildings they are very tough to eliminate.



NOTE

Infantry units take damage differently than vehicles do. Each unit consists of one or more soldiers, represented by green dots on the unit icon. Each soldier takes damage individually. As the soldiers are wounded, the dots change to orange and red. When a soldier is killed, his dot disappears. A squad containing a medic can be used to heal wounded soldiers in another squad. However, to replace killed soldiers, you must resupply the squad. Replacements will parachute in to the squad's position. By healing your wounded and replacing losses, you can keep a squad in the battle for a long time and maintain its experience.



NOTE

Infantry hiding in forests are visible to enemy infantry in the same forest, and can also be detected by Scout helicopters.



Infantry Squad



U.S.: Infantry Squad



U.S.S.R.: Infantry Squad



NATO: Infantry Squad

Infantry squads consist of five men each: a rifleman, a machine gunner, a medic, an AA soldier, and an AT soldier. As a result, this unit can attack all types of enemy units. However, they are most effective against enemy infantry and should try to avoid other types of units if possible.

OFFENSIVE SPECIAL ABILITY: Grenade Launcher Barrage

Infantry squads can fire a volley of high-explosive grenades within a small radius, causing blast damage to everything within it. This is very deadly to infantry, but less effective against other types of units.

DEFENSIVE SPECIAL ABILITY: Sprint

Infantry units can move at twice normal speed for a limited time. However, they can't fire while sprinting. Sprinting is great when crossing open ground while moving to cover.

| STATS | |
|-----------------------------|--|
| Cost Infantry | 650 |
| Cost Armor | 1,000 |
| Cost Support | 850 |
| Cost Air | 1,000 |
| Score | 14.3 |
| Health | 490 (each soldier) |
| Max Speed | 5 m/s |
| Armor (front/side/rear/top) | 100/100/100/100 |
| View Range | 220 m |
| Perception Range | 50 m |
| Offensive Special Ability | Grenade launcher barrage |
| Recharge Time | 20 s |
| Defensive Special Ability | Sprint |
| Recharge Time | 20 s |
| Squad Composition | Rifleman, machine gunner, medic, AA soldier, AT soldier |
| Projectile Type | Straight |
| Fire Range | 100 m |
| Max Direct Damage | 321 against infantry, 46 against helicopters, 33 against ground vehicles |
| Armor Piercing | 55 (rifleman and medic), 65 (machine Gunner), 450 (AA soldier), 600 (AT soldier) |
| Max Blast Damage | 0 |
| Blast Armor Piercing | 0 |
| Blast Radius | 0 |
| Target Ground Vehicles | Yes |
| Target Infantry | Yes |
| Target Air | Yes |
| Transport Infantry | No |

Infantry Anti-Tank Squad



U.S.: Anti-Tank Squad



U.S.S.R.: Anti-Tank Squad



NATO: Anti-Tank Squad

Anti-tank squads contain a rifleman, a medic, and three AT soldiers. They are extremely effective against all types of vehicles and are even better at armor piercing than a heavy tank's main gun. A few of these squads in buildings can decimate an enemy's tanks in a short time.

OFFENSIVE SPECIAL ABILITY: None

DEFENSIVE SPECIAL ABILITY: Sprint

Infantry units can move at twice normal speed for a limited time. However, they can't fire while sprinting. Sprinting is great when crossing open ground while moving to cover.

| STATS | |
|-----------------------------|---|
| Cost Infantry | 800 |
| Cost Armor | N/A |
| Cost Support | N/A |
| Cost Air | N/A |
| Score | 16.9 |
| Health | 490 (each soldier) |
| Max Speed | 5 m/s |
| Armor (front/side/rear/top) | 100/100/100/100 |
| View Range | 220 m |
| Perception Range | 50 m |
| Offensive Special Ability | N/A |
| Recharge Time | N/A |
| Defensive Special Ability | Sprint |
| Recharge Time | 20 s |
| Squad Composition | Rifleman, medic, AT soldier x 3 |
| Projectile Type | Straight |
| Fire Range | 100 m |
| Max Direct Damage | 166 against infantry, 100 against ground vehicles |
| Armor Piercing | 55 (rifleman and medic), 600 (AT soldiers) |
| Max Blast Damage | 0 |
| Blast Armor Piercing | 0 |
| Blast Radius | 0 |
| Target Ground Vehicles | Yes |
| Target Infantry | Yes |
| Target Air | No |
| Transport Infantry | No |

Sniper

Sniper units consist of a single soldier armed with a long-range, high-powered rifle. Snipers are effective only against infantry; while in cover a sniper can quickly take out an enemy squad—soldier by soldier. Snipers are very specialized. If the enemy employs a lot of infantry, this is a good unit to use—especially to help defend a location—because almost every shot a sniper takes kills an enemy soldier. Otherwise, you are often better off using another infantry unit.

OFFENSIVE SPECIAL ABILITY: None

DEFENSIVE SPECIAL ABILITY: Sprint

Sniper units can move at twice normal speed for a limited time. However, they can't fire while sprinting. Sprinting is great for crossing open ground while moving to cover.



U.S.: Sniper



U.S.S.R.: Sniper



NATO: Sniper

| Stats | |
|-----------------------------|----------|
| Cost Infantry | 500 |
| Cost Armor | N/A |
| Cost Support | N/A |
| Cost Air | N/A |
| Score | 5.2 |
| Health | 490 |
| Max Speed | 5 m/s |
| Armor (front/side/rear/top) | 0/0/0/0 |
| View Range | 220 m |
| Perception Range | 50 m |
| Offensive Special Ability | N/A |
| Recharge Time | N/A |
| Defensive Special Ability | Sprint |
| Recharge Time | 20 s |
| Squad Composition | Sniper |
| Projectile Type | Straight |
| Fire Range | 100 m |
| Max Direct Damage | 2,500 |
| Armor Piercing | 30 |
| Max Blast Damage | 0 |
| Blast Armor Piercing | 0 |
| Blast Radius | 0 |
| Target Ground Vehicles | No |
| Target Infantry | Yes |
| Target Air | No |
| Transport Infantry | No |

Demolition Engineer



U.S.: Demolition Engineer



U.S.S.R.: Demolition Engineer



NATO: Demolition Engineer

This individual soldier carries a rifle along with a demolition charge. The demolition engineer's special ability makes him a useful unit that can destroy buildings and bridges. You can also experiment with attacking enemy units while defending. Set a demolition charge in your enemies' path, and then detonate it when they are right over it.

OFFENSIVE SPECIAL ABILITY: Demolition Charge

Demolition engineers can place lots of explosives on a targeted location. It can be a structure or just on the ground. Once the charge is set, move away from it and detonate it remotely by clicking on the special ability button or pressing [E].

DEFENSIVE SPECIAL ABILITY: Sprint

Demolition engineers can move at twice normal speed for a limited time. However, they can't fire while sprinting. Sprinting is great when crossing open ground while moving to cover.

| STATS | |
|-----------------------------|-------------------|
| Cost Infantry | 600 |
| Cost Armor | 900 |
| Cost Support | 600 |
| Cost Air | 900 |
| Score | 6.5 |
| Health | 490 |
| Max Speed | 5 m/s |
| Armor (front/side/rear/top) | 100/100/100/100 |
| View Range | 220 m |
| Perception Range | 50 m |
| Offensive Special Ability | Demolition charge |
| Recharge Time | 30 s |
| Defensive Special Ability | Sprint |
| Recharge Time | 20 s |
| Squad Composition | Engineer |
| Projectile Type | Straight |
| Fire Range | 100 m |
| Max Direct Damage | 83 |
| Armor Piercing | 55 |
| Max Blast Damage | 0 |
| Blast Armor Piercing | 0 |
| Blast Radius | 0 |
| Target Ground Vehicles | No |
| Target Infantry | Yes |
| Target Air | No |
| Transport Infantry | No |

Airborne Infantry Squad



U.S.: Airborne Infantry Squad



U.S.S.R.: Airborne Infantry Squad



NATO: Airborne Infantry Squad

Airborne infantry squads consist of four paratroopers armed with rifles that are only effective against infantry. They are a bit different from other types of infantry squads. Instead of requesting them from the reinforcements menu, you order them from the tactical aid menu and spend tactical aid points for them. When they are killed, you do not get any points returned. However, if you have spent all your reinforcements points, airborne infantry are a way to bring in more units. In addition, these units can be dropped anywhere on the map—not just at a drop zone. Therefore, they can be great for dropping behind enemy lines to capture command points or to serve as spotters for artillery and tactical aid strikes.

OFFENSIVE SPECIAL ABILITY: Direct Artillery

Airborne infantry can call in their own artillery strikes. The location must be in their visual range and is limited to a small radius. However, the ability gives this unit a lot of firepower. Use it to attack enemy fortifications or structures and stationary units.

DEFENSIVE SPECIAL ABILITY: Sprint

Infantry units can move at twice normal speed for a limited time. However, they can't fire while sprinting. Sprinting is great when crossing open ground while moving to cover.

| STATS | |
|-----------------------------|--------------------|
| Cost Infantry | N/A |
| Cost Armor | N/A |
| Cost Support | N/A |
| Cost Air | N/A |
| Score | 10.4 |
| Health | 490 (each soldier) |
| Max Speed | 5 m/s |
| Armor (front/side/rear/top) | 100/100/100/100 |
| View Range | 220 m |
| Perception Range | 50 m |
| Offensive Special Ability | Direct artillery |
| Recharge Time | 90 s |
| Defensive Special Ability | Sprint |
| Recharge Time | 20 s |
| Squad Composition | Paratrooper x 4 |
| Projectile Type | Straight |
| Fire Range | 100 m |
| Max Direct Damage | 333 |
| Armor Piercing | 55 |
| Max Blast Damage | 0 |
| Blast Armor Piercing | 0 |
| Blast Radius | 0 |
| Target Ground Vehicles | No |
| Target Infantry | Yes |
| Target Air | No |
| Transport Infantry | No |

Troop Transport



U.S.: M1025 HMMWV



U.S.S.R.: UAZ-469



NATO: D90

The troop transport is the fastest ground unit; it has a long visual range, making it a great scout for the rest of your force. In addition to carrying infantry, troop transports can also repair all vehicles including helicopters. While the transport has very little armored protection, it is not meant for fighting against heavier vehicles. Its machine gun is effective against infantry and can also be used against helicopters.

OFFENSIVE SPECIAL ABILITY: Armor-Piercing Bullets

When this ability is activated, AP bullets are loaded into the machine gun, giving the unit a bit more penetrating power for use against light vehicles.

DEFENSIVE SPECIAL ABILITY: None

| Stats | |
|-----------------------------|------------------------|
| Cost Infantry | 550 |
| Cost Armor | 700 |
| Cost Support | 550 |
| Cost Air | 850 |
| Score | 11.7 |
| Health | 857 |
| Max Speed | 18 m/s |
| Armor (front/side/rear/top) | 150/150/150/150 |
| View Range | 145 m |
| Perception Range | 50 m |
| Offensive Special Ability | Armor-piercing bullets |
| Recharge Time | 30 s |
| Defensive Special Ability | N/A |
| Recharge Time | N/A |
| Projectile Type | Straight |
| Fire Range | 100 m |
| Max Direct Damage | 121 |
| Armor Piercing | 80 |
| Max Blast Damage | 0 |
| Blast Armor Piercing | 0 |
| Blast Radius | 0 |
| Target Ground Vehicles | Yes |
| Target Infantry | Yes |
| Target Air | Yes |
| Transport Infantry | Yes |
| Repairing HP | 30/s |

Transport Truck



U.S.: M939



U.S.S.R.: Ural 4320



NATO: TRM 4000

The biggest advantage of the transport truck is its price. At slightly more than half the cost of a troop transport, you can get a lot more transport for your reinforcements points. Since trucks are unarmed and have little protection, it is a good idea to unload your infantry prior to entering battle. Then you can send the trucks back to the drop zone to pick up more infantry to shuttle to the front.

OFFENSIVE SPECIAL ABILITY: None

DEFENSIVE SPECIAL ABILITY: None

| Stats | |
|-----------------------------|-----------------|
| Cost Infantry | 300 |
| Cost Armor | N/A |
| Cost Support | N/A |
| Cost Air | N/A |
| Score | 6.5 |
| Health | 1,225 |
| Max Speed | 17 m/s |
| Armor (front/side/rear/top) | 150/150/150/150 |
| View Range | 145 m |
| Perception Range | 50 m |
| Offensive Special Ability | N/A |
| Recharge Time | N/A |
| Defensive Special Ability | N/A |
| Recharge Time | N/A |
| Projectile Type | N/A |
| Fire Range | N/A |
| Max Direct Damage | N/A |
| Armor Piercing | N/A |
| Max Blast Damage | N/A |
| Blast Armor Piercing | N/A |
| Blast Radius | N/A |
| Target Ground Vehicles | N/A |
| Target Infantry | N/A |
| Target Air | N/A |
| Transport Infantry | Yes |

SUPPORT

Support units exist solely to help other types of units. Alone they can't win a battle. However, when working with the other unit classes, they can provide an advantage over an enemy who neglects this unglamorous but vital role.

Heavy Antiair Vehicle



U.S.: M730A2



U.S.S.R.: SA-13 Gopher



NATO: Roland

Heavy anti-air vehicles' sole purpose is to shoot down enemy helicopters. Armed with heat-seeking missiles, they will lock on to a helicopter and shoot it down—often with a single hit. The missiles can be decoyed if the helicopter deploys flare countermeasures. If the enemy likes to use helicopters, keep one of these units up near the front to keep your other units safe from air threats.

OFFENSIVE SPECIAL ABILITY: None

DEFENSIVE SPECIAL ABILITY: Smoke Screen

Heavy anti-air vehicles have smoke mortars, which can be fired to provide an instant cloud of smoke around the tank. This is useful when you come under attack and want to withdraw.

| Stats | |
|-----------------------------|-----------------|
| Cost Infantry | N/A |
| Cost Armor | N/A |
| Cost Support | 900 |
| Cost Air | N/A |
| Score | 13 |
| Health | 1,225 |
| Max Speed | 14 m/s |
| Armor (front/side/rear/top) | 300/300/300/300 |
| View Range | 150 m |
| Perception Range | 20 m |
| Offensive Special Ability | N/A |
| Recharge Time | N/A |
| Defensive Special Ability | Smoke screen |
| Recharge Time | 45 s |
| Projectile Type | Homing |
| Fire Range | 150 m |
| Max Direct Damage | 233 |
| Armor Piercing | 450 |
| Max Blast Damage | 133 |
| Blast Armor Piercing | 55 |
| Blast Radius | 10 m |
| Target Ground Vehicles | No |
| Target Infantry | No |
| Target Air | Yes |
| Transport Infantry | No |

Medium Antiair Vehicle



U.S.: M163 VADS



U.S.S.R.: ZSU-23-4 Shilka



NATO: Gepard

Medium anti-air vehicles are cheaper than the heavy anti-air vehicles and use a cannon-based weapon system instead of missiles. As a result, flare countermeasures do not work against this type of unit. The downside is that medium anti-air vehicles do not cause as much damage. Since it takes longer for them to shoot down a helicopter, they are more likely to be destroyed by air units.

OFFENSIVE SPECIAL ABILITY: Ground Support

Medium anti-air vehicles can also be used to target ground units when this special ability is activated. Their rapid-fire, large-caliber cannons are deadly to infantry and light vehicles, but not as effective against heavy armor.

DEFENSIVE SPECIAL ABILITY: None

| Stats | |
|-----------------------------|-----------------|
| Cost Infantry | 850 |
| Cost Armor | 1,000 |
| Cost Support | 650 |
| Cost Air | 1,000 |
| Score | 13 |
| Health | 1,225 |
| Max Speed | 14 m/s |
| Armor (front/side/rear/top) | 300/300/300/300 |
| View Range | 150 m |
| Perception Range | 20 m |
| Offensive Special Ability | Ground support |
| Recharge Time | 10 s |
| Defensive Special Ability | N/A |
| Recharge Time | N/A |
| Squad Composition | N/A |
| Projectile Type | Straight |
| Fire Range | 150 m |
| Max Direct Damage | 714 |
| Armor Piercing | 250 |
| Max Blast Damage | 0 |
| Blast Armor Piercing | 0 |
| Blast Radius | 0 |
| Target Ground Vehicles | No |
| Target Infantry | No |
| Target Air | Yes |
| Transport Infantry | No |

Heavy Artillery



U.S.: M270 MLRS



U.S.S.R.: 2S7 Pion



NATO: LARS 110 SF 2

Heavy artillery is the most powerful and longest-ranged unit in the game. It can fire rounds over halfway across the map. The U.S. and NATO units fire volleys of rockets, while the Soviet unit fires a single artillery round. While the Soviet artillery round can take out any unit with a hit, and all but the heavily armored with near misses, the rockets hit with less individual damage, but are more likely to score a direct hit on enemy units since there are more of them hitting the impact area. Heavy artillery is also the most expensive unit and one of the most vulnerable, since it cannot defend itself against attack. This is because artillery has a minimum range within which it can't fire. It is a good idea to keep some other units around to protect the heavy artillery.

OFFENSIVE SPECIAL ABILITY: Deliver Smoke Screen

Heavy artillery can deliver a screening agent that creates a thick smoke cloud at the target location. This blocks line of sight for both friend and foe. Drop it in front of units with long firing ranges to allow slow units with shorter ranges to close or for infantry to move into cover.

DEFENSIVE SPECIAL ABILITY: None

| Stats | |
|-----------------------------|----------------------|
| Cost Infantry | N/A |
| Cost Armor | N/A |
| Cost Support | 1,900 |
| Cost Air | N/A |
| Score | 45.5 |
| Health | 1,347 |
| Max Speed | 9 m/s |
| Armor (front/side/rear/top) | 350/350/350/350 |
| View Range | 120 m |
| Perception Range | 20 m |
| Offensive Special Ability | Deliver smoke screen |
| Recharge Time | 40 s |
| Defensive Special Ability | N/A |
| Recharge Time | N/A |
| Projectile Type | Ballistic |
| Fire Range | 750 m |
| Max Direct Damage | 300 |
| Armor Piercing | 1,000 |
| Max Blast Damage | 300 |
| Blast Armor Piercing | 94 |
| Blast Radius | 20 m |
| Target Ground Vehicles | Yes |
| Target Infantry | Yes |
| Target Air | No |
| Transport Infantry | No |

Medium Artillery



U.S.: M125 MCV



U.S.S.R.: 2S1 Gvozdika



NATO: FV 432

Medium artillery lacks the range and firepower of heavy artillery. However, it costs less than half as much, thus making it more accessible to a commander who needs some indirect fire support but does not want to devote such a large amount of reinforcements points for it. Since medium artillery must be closer to the front, it is important to keep it protected from enemy units.

OFFENSIVE SPECIAL ABILITY: White Phosphorous Rounds (U.S. and NATO) or Incendiary Rounds (U.S.S.R.)

Both of these types of munitions are deadly against infantry—even if they're hiding in forests. The WP rounds also create a deadly cloud that lingers for a short while, wounding infantry units moving through it.

DEFENSIVE SPECIAL ABILITY: None

| Stats | |
|-----------------------------|------------------------|
| Cost Infantry | 1,200 |
| Cost Armor | 1,000 |
| Cost Support | 900 |
| Cost Air | 1,000 |
| Score | 18.2 |
| Health | 1,102 |
| Max Speed | 16 m/s |
| Armor (front/side/rear/top) | 275/275/275/275 |
| View Range | 120 m |
| Perception Range | 20 m |
| Offensive Special Ability | WP or incendiary round |
| Recharge Time | 20 s |
| Defensive Special Ability | N/A |
| Recharge Time | N/A |
| Projectile Type | Ballistic |
| Fire Range | 550 m |
| Max Direct Damage | 175 |
| Armor Piercing | 700 |
| Max Blast Damage | 125 |
| Blast Armor Piercing | 130 |
| Blast Radius | 20 m |
| Target Ground Vehicles | Yes |
| Target Infantry | Yes |
| Target Air | No |
| Transport Infantry | No |



U.S.: M88A1 ARV



U.S.S.R.: VT-55



NATO: AAVR

Repair Tank

Repair tanks are a very important part of a team. While destroyed units can eventually be brought back in as reinforcements, they lose all the experience gained during battle and are unavailable for some time. Repair tanks can help keep a force in the field and moving. They are more expensive than troop transports, which can also repair; however, repair tanks are armored, and their special abilities are definitely worth the cost.

OFFENSIVE SPECIAL ABILITY: Emergency Repairs

When this ability is used, the repair tanks instantly repair a large amount of damage for a friendly unit. This can keep a unit that is almost destroyed in the battle.

DEFENSIVE SPECIAL ABILITY: Field Repairs

The repair tank can repair itself with this ability. As long as it does not move or take fire from the enemy, it will repair its own damage for a limited time. Since repair tanks are often at the front, this is a useful ability that should be used frequently.

| Stats | |
|-----------------------------|-------------------|
| Cost Infantry | N/A |
| Cost Armor | N/A |
| Cost Support | 900 |
| Cost Air | N/A |
| Score | 19.5 |
| Health | 1,837 |
| Max Speed | 14 m/s |
| Armor (front/side/rear/top) | 300/285/240/240 |
| View Range | 90 m |
| Perception Range | 20 m |
| Offensive Special Ability | Emergency repairs |
| Recharge Time | 30 s |
| Defensive Special Ability | Field repairs |
| Recharge Time | 30 s |
| Projectile Type | N/A |
| Fire Range | N/A |
| Max Direct Damage | N/A |
| Armor Piercing | N/A |
| Max Blast Damage | N/A |
| Blast Armor Piercing | N/A |
| Blast Radius | N/A |
| Target Ground Vehicles | N/A |
| Target Infantry | N/A |
| Target Air | N/A |
| Transport Infantry | No |
| Repairing HP | 40/s |

UNIT EXPERIENCE

As units perform actions during combat (such as destroying enemies, transporting infantry, or repairing other units), they earn points that are used to determine the rank of the unit. Therefore, it is important to keep your units alive rather than rely on replacements. As a unit's rank increases, it improves in the following areas:

- Improved accuracy in all situations
- Improved firing accuracy against moving targets

- Decreased accuracy penalty for firing while moving. This is very helpful, especially for lighter ground vehicles.
- Decreased reload time for normal attacks and decreased recharge time for special abilities. This is the most noticeable and powerful increase in unit abilities.
- Increased view range (subtle but very helpful)
- Increased max speed
- Increased repair speed (for repair units)

Note that the exact improvements differ from unit to unit.

FORTIFICATIONS

Fortifications are constructed when one side controls all the perimeter points of a command point and has a unit on that perimeter point. The greater the total value of units on the perimeter point, the faster the fortifications are constructed. There is also a bonus in fortification speed when there is a mix of team units in one perimeter point. Fortifications will maintain control of a perimeter point for you until they are all destroyed. Fortifications can also cause a lot of damage to enemy units—or your units if they are enemy fortifications.



Machine Gun Fortification



The machine gun fortification is effective against infantry and light vehicles. It is always the first fortification constructed around a perimeter point—and also the toughest to destroy.

| Stats | |
|-----------------------------|-----------------|
| Score | 7.8 |
| Health | 2,450 |
| Max Speed | N/A |
| Armor (front/side/rear/top) | 330/330/330/600 |
| View Range | 90 m |
| Perception Range | 10 m |
| Offensive Special Ability | N/A |
| Recharge Time | N/A |
| Defensive Special Ability | N/A |
| Recharge Time | N/A |
| Projectile Type | Straight |
| Fire Range | 100 m |
| Max Direct Damage | 121 |
| Armor Piercing | 80 |
| Max Blast Damage | 0 |
| Blast Armor Piercing | 0 |
| Blast Radius | 0 |
| Target Ground Vehicles | Yes |
| Target Infantry | Yes |
| Target Air | Yes |
| Transport Infantry | No |

Anti-Tank Fortification

| Stats | |
|-----------------------------|-----------------|
| Score | 15.6 |
| Health | 1,960 |
| Max Speed | N/A |
| Armor (front/side/rear/top) | 330/330/330/600 |
| View Range | 90 m |
| Perception Range | 10 m |
| Offensive Special Ability | N/A |
| Recharge Time | N/A |
| Defensive Special Ability | N/A |
| Recharge Time | N/A |
| Projectile Type | Straight |
| Fire Range | 105 m |
| Max Direct Damage | 77 |
| Armor Piercing | 500 |
| Max Blast Damage | 14 |
| Blast Armor Piercing | 80 |
| Blast Radius | 4 m |
| Target Ground Vehicles | Yes |
| Target Infantry | No |
| Target Air | No |
| Transport Infantry | No |



The anti-tank fortification is deadly to enemy tanks. It is almost like having an anti-tank squad in the bunker and can attack only ground vehicles. This fortification is constructed second around a perimeter point.

Antiair Fortification



The antiair fortification attacks only enemy helicopters. It is the last of the three constructed around a perimeter point.



All units are vulnerable to friendly fire from allied units' Forced Fire, Special Abilities, and most Tactical Aid attacks.

| Stats | |
|-----------------------------|-----------------|
| Score | 13 |
| Health | 1,960 |
| Max Speed | N/A |
| Armor (front/side/rear/top) | 330/330/330/600 |
| View Range | 90 m |
| Perception Range | 10 m |
| Offensive Special Ability | N/A |
| Recharge Time | N/A |
| Defensive Special Ability | N/A |
| Recharge Time | N/A |
| Projectile Type | Straight |
| Fire Range | 150 m |
| Max Direct Damage | 653 |
| Armor Piercing | 220 |
| Max Blast Damage | 0 |
| Blast Armor Piercing | 0 |
| Blast Radius | 0 |
| Target Ground Vehicles | No |
| Target Infantry | No |
| Target Air | Yes |
| Transport Infantry | No |

TACTICAL AIDS

As you kill enemies, capture command points, repair vehicles, and construct fortifications, you also earn tactical aid points. These points can be spent on different types of aid that come from headquarters and can be placed anywhere on the map. Due to the distance from the HQ, there is a delay between when you request an aid and its arrival on the scene. There are many tactical aids, ranging from airborne units to weapons of mass destruction. For each type of tactical aid, you can request one, two, or three aids of the same type at one time. The costs listed below represent the price to request single and multiple tactical aids.

Nondestructive

These tactical aids do not cause damage but instead provide abilities or even new units to the player.

AERIAL RECON



PRICE: 5/10/15

DEPLOYMENT TIME: 15 seconds

RECHARGE TIME: 12 seconds

Aerial recon reveals enemy units at the selected location, including infantry hidden in buildings or forests. This is a great aid to use to see distant parts of the map. You can then call in strikes or artillery on these detected enemies without needing a unit nearby for spotting.

AIRDROPPED TRANSPORT



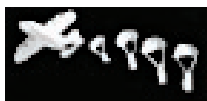
PRICE: 8/22/28

DEPLOYMENT TIME: 35 seconds

RECHARGE TIME: 12 seconds

This tactical aid drops a troop transport at any destination you require. Airdropped transport can be a good idea if some of your units need repairs and there are no other repair units around.

AIRBORNE INFANTRY



PRICE: 6/18/24
DEPLOYMENT TIME: 35 seconds
RECHARGE TIME: 12 seconds

Airborne infantry are good against other infantry. Their special ability to call in artillery makes them great for hitting fortifications and other targets behind enemy lines.

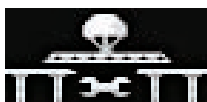
AIRDROPPED LIGHT TANK



PRICE: 10/24/30
DEPLOYMENT TIME: 35 seconds
RECHARGE TIME: 12 seconds

Drop a light tank to any place on the map. This aid is great for starting a raid behind enemy lines or for quickly delivering some reinforcements right to the scene.

REPAIR BRIDGE



PRICE: 12/24/36
DEPLOYMENT TIME: 15 seconds
RECHARGE TIME: 12 seconds

If the enemy knocks out a bridge you need for crossing a river, then call in a new bridge. This aid places a military girder bridge over the span you need to advance across.

Selective Strikes

Selective-strike tactical aids are very powerful in the right situations but inflict serious damage only on specific units.

AIR-TO-AIR STRIKE



PRICE: 10/20/30
DEPLOYMENT TIME: 12 seconds
RECHARGE TIME: 12 seconds

This aid sends in friendly fighter jets to shoot down any enemy helicopters in the target radius with air-to-air missiles. If you don't have anti-air units and are being harassed by air units, this is a good strike to call in.

CHEMICAL STRIKE



PRICE: 12/24/36
DEPLOYMENT TIME: 15 seconds
RECHARGE TIME: 12 seconds

A friendly aircraft will fly over and drop a gas canister filled with a chemical weapon. The gas cloud is lethal only to infantry and will linger for a period of time, damaging any infantry units that enter the area. This can be a great weapon for dealing with infantry. You can even call it in on your own position as long as you don't have infantry units there.

HEAVY AIR SUPPORT



PRICE: 35/50/65
DEPLOYMENT TIME: 15 seconds
RECHARGE TIME: 12 seconds

This is one of the best tactical aids you can request. Several flights of aircraft will attack the designated area with guided missiles and destroy only enemy vehicles and helicopters. You can call this strike right on top of your own units and only the enemy will be killed. Use it if your position is being overrun by the enemy.

LASER-GUIDED BOMB



PRICE: 10/20/30
DEPLOYMENT TIME: 13 seconds
RECHARGE TIME: 12 seconds

This is another useful strike. An aircraft will drop a bomb right onto the location you designate. These bombs are great for destroying fortifications around a perimeter point or for taking out buildings holding enemy infantry. Though the bomb will destroy enemy units if it scores a direct hit, if the enemy moves the bomb will miss.

NAPALM STRIKE



PRICE: 6/12/18
DEPLOYMENT TIME: 20 seconds
RECHARGE TIME: 36 seconds

This strike affects a corridor of your choice. You select the starting point of the napalm run, then the direction it will follow. An aircraft then drops napalm bombs over the area. The flames linger and continue to damage any units within the corridor. This attack is very effective against infantry and light vehicles. It can also be used to burn down areas of forest and provide an opening through which you can move your ground vehicles.

TANK BUSTER



PRICE: 6/12/18
DEPLOYMENT TIME: 12 seconds
RECHARGE TIME: 36 seconds

This is another corridor attack. A friendly ground-attack aircraft will strafe the designated area with its 30mm Gatling gun and destroy any ground units in its path. Be careful when using this near your own or friendly units since all units in the corridor will be destroyed.

Indiscriminate Strikes

These attacks damage all units, regardless of their type.

AIR STRIKE



PRICE: 10/22/36

DEPLOYMENT TIME: 20 seconds

RECHARGE TIME: 12 seconds

An aircraft will fly over and drop cluster munitions over the designated area, causing damage to all units inside. It will destroy infantry and light vehicles, but it will only damage heavier units.

CARPET BOMBING



PRICE: 45/75/95

DEPLOYMENT TIME: 15 seconds

RECHARGE TIME: 36 seconds

This strike creates a long and wide corridor of high-explosive destruction. This is great for taking out a large area where the enemy is located. Just be sure your own units are not in the blast area or they will be destroyed as well.

DAISY CUTTER (U.S. AND NATO ONLY)



PRICE: 30/50/70

DEPLOYMENT TIME: 18 seconds

RECHARGE TIME: 12 seconds

This huge conventional bomb is dropped by an aircraft and detonates to create a massive blast that destroys infantry and light vehicles in the radius, and can damage heavier vehicles with its powerful shockwave. It is not as effective against buildings. The Daisy Cutter can also clear out a large area of forest.

FUEL AIR BOMB (U.S.S.R. ONLY)



PRICE: 30/50/70

DEPLOYMENT TIME: 18 seconds

RECHARGE TIME: 12 seconds

An Su-25 attack plane drops thermobaric munitions over the area that disperse highly explosive fuel before igniting it. The result is a large shockwave that is lethal to infantry and light vehicles, but not as effective against heavier units. Fuel air bombs also destroy large areas of forest, but they cause little damage to buildings.

HEAVY ARTILLERY BARRAGE



PRICE: 12/22/32

DEPLOYMENT TIME: 12 seconds

RECHARGE TIME: 12 seconds

After you select the target zone, heavy artillery will fire a massive barrage, blanketing the area. However, because the impacts are spread out, you may not kill all enemy units. The spread, though, ensures you cause a lot of damage, especially if the enemy has a lot of units in the impact zone.

LIGHT ARTILLERY BARRAGE



PRICE: 5/10/15

DEPLOYMENT TIME: 12 seconds

RECHARGE TIME: 12 seconds

While the target area for the light artillery barrage is the same radius as for a heavy artillery barrage, this barrage uses smaller-caliber mortars. Again, the dispersion makes guaranteed kills unlikely, but units susceptible to blast damage, such as infantry, can take a lot of damage or at least be suppressed.

PRECISION ARTILLERY



PRICE: 15/30/45

DEPLOYMENT TIME: 10 seconds

RECHARGE TIME: 12 seconds

This strike features heavy artillery firing in a smaller radius. It is more accurate and likely to destroy everything in its radius. This is great for clearing out a perimeter point.

TACTICAL NUKE



PRICE: 80/140/180

DEPLOYMENT TIME: 16 seconds

RECHARGE TIME: 180 seconds

This ultimate tactical aid is delivered by a cruise missile to the designated coordinates. The tactical nuke will wipe out all units within the blast radius and destroy all buildings and structures in the area. A cloud of radiation lingers at ground zero; it causes serious damage to any unit that moves into the area. The cost of this tactical aid can be prohibitive until later in a game.



TIP
Coordinating with teammates to capture a command point nets more tactical aid points for the team as a whole, since each player contributing to the capture (by occupying a perimeter point) will be rewarded with tactical aid points.

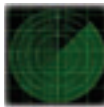
Mission 01: Invasion





DOWNTOWN SEATTLE

1100 HOURS • INVASION DAY



PRIMARY OBJECTIVES

- 1 RECON THE HARBOR.
- 2 RESCUE THE INFANTRY.
- 3 SECURE THE SUPPLY DEPOT.
- 4 RECON THE ROUTE TO THE KINGDOME.
- 5 CLEAR THE ROUTE TO THE KINGDOME.
- 6 CLEAR THE LZ AT THE KINGDOME.
- 7 SET UP A PERIMETER AT THE KINGDOME.
- 8 EVACUATE THE REMAINING GUARDSMEN.
- 9 CLEAR THE UNDERPASS.

SECONDARY OBJECTIVES

- 1 REPAIR THE BRADLEY.
- 2 SECURE THE REINFORCEMENT LZ.

STARTING COMMAND

M2A2 BRADLEY IFV ARMORED TRANSPORT (2)

WHILE MOST OF THE U.S. MILITARY IS FIGHTING IN EUROPE, THE SOVIETS HAVE PULLED OFF A SNEAK ATTACK. THEY SECRETLY TRANSPORTED ARMY UNITS ABOARD CARGO SHIPS AND ARE INVADING THE WEST COAST. SOVIET TROOPS ARE DISEMBARKING AT THE DOCKS IN SEATTLE. NOT SINCE THE WAR OF 1812 HAVE ENEMY SOLDIERS SET FOOT UPON U.S. SOIL.

SOVIETS ON THE WATERFRONT



Soviet forces have begun taking up positions in Seattle. To gain more information on the situation, Captain Bannon orders a scout helicopter, call sign Redeye Four, to reconnoiter the docks to see what is going on. However, Redeye Four comes under fire from enemy antiair vehicles and is shot down. The Americans' eye in the sky is blind.



Recon the Harbor

ORDERS



AN ASSESSMENT OF THE STRENGTH AND DISPOSITION OF THE ENEMY IS NEEDED. MOVE TO THE DOCKS AND CHECK OUT THE AREA. IT HAS BEEN MARKED ON YOUR MAPS.



Your Bradleys can take care of themselves at the start.

You have been ordered to find out what the Soviets have at the docks since aerial reconnaissance has failed. To accomplish this task, you have been given command of two M2A2 Bradley IFV armored transports. At the start of the mission, your Bradleys are under attack. Quickly take control of them and order them to attack the enemy units down the street to the east. Your soldiers in the Bradleys automatically open fire on the enemy, so even if you are not quick enough to take control, they will clear the streets for you.



In addition to a 20mm automatic cannon, your armored transports carry TOW missile launchers, which work great against armored vehicles.



Move to this command point to complete your first objective.

It is easier to control multiple units by grouping them together. Drag a box around the two Bradleys to select them, then press **(Ctrl) + (F1)**. That assigns your unit to Group 1. Then to quickly select them both again, all you have to do is press **(F1)**. Now that you have your group ready, send it to the command point near the dock. It is just on the other side of the elevated highway. Left-click on the command point and your Bradleys roll out.



During a mission it is always a good idea to check your objectives. Press **(O)** to bring up the objective menu. Press **(M)** to check out the megamap for a strategic view of the mission area.

Rescue the Infantry

ORDERS

AN INFANTRY SQUAD IS PINNED DOWN AND IN DESPERATE NEED OF BACKUP NOT FAR FROM YOUR POSITION. DRIVE OVER THERE AND HELP THEM FIGHT OFF THE ENEMY.

Upon arriving at the docks, you discover that the Soviets used freighters to transport their units across the Pacific and land them on the Seattle docks. Now that you have located the landing spot, you receive orders to rescue

Sergeant Hanson and his squad of infantry, who are trapped on the docks. They are engaging a couple of Soviet troop transports and are not doing too well.



The Soviets have an American infantry squad under fire.



The cannons on the Bradleys will make short work of the Soviet troop transports.

Order your Bradleys to advance toward the enemy vehicles. As they approach, right-click on one of the enemy units to order your Bradleys to attack it. Once it is destroyed, target the second enemy to save the infantry squad from being killed.

Secure the Supply Depot

ORDERS

TAKE CONTROL OF A NATIONAL GUARD SUPPLY DEPOT NEAR THE HARBOR. THERE YOU CAN STOCK UP ON NECESSARY SUPPLIES AND REINFORCE YOUR TEAM.

Your new orders are to secure the area around the supply depot. It is south of your current position. The infantry squad you just rescued has been placed under your command. Since they move slowly on foot, select the squad and then right-click on one of your Bradleys to order your men to mount up. Alternately, once the squad is selected, press **[Y]** and they will automatically climb into the nearest transport vehicle you control.



Don't forget to load up the infantry squad aboard one of your Bradleys.



Follow this road to avoid some of the fighting to the west.

Send your group south to the next command point at the supply depot. To skirt some of the fighting along the way, order your group to follow the road that runs parallel to the elevated highway. By holding down **[Shift]**

while right-clicking, you can set waypoints for your units to move through. Try setting a waypoint along the road and then ending right in the middle of the command point. By holding down the right mouse button at your last waypoint and moving the mouse side to side and up and down, you can set the facing and separation of your units, so they will be ready to fight when they come to a stop.



Engage these paratroopers.

TIP

If you move quickly to the supply depot, you may run into some anti-tank infantry east of the command point. As soon as you see these enemies, order your units to attack them at long range to eliminate them, or they will damage your Bradleys when you get close.

As you approach the supply depot, Soviet paratroopers land nearby. Keep going to the command point, then order your Bradleys to attack the enemy. Once the foes are eliminated, it is time to get your new orders. However, before you do, a transport helicopter drops in another Bradley for you to command. Select all of your units and once again assign them as Group 1.



Reinforcements arrive.

NOTE

Now that you have secured the supply depot, if you lose a Bradley it will be replaced and dropped off at the depot.

Recon the Route to the Kingdome

ORDERS

WE NEED TO MAKE SURE THE ROUTE TO THE KINGDOME IS CLEAR. MOVE A SMALL SCOUT SQUAD TO THE POSITION INDICATED ON YOUR MAP AND CHECK THE ROUTE ALONG THE WAY.



The enemy waits at the next command point.

Before you can advance to the Kingdome, you have to recon the way there. Your new command point is east of the supply depot. However, since it is designated by a red circle, the point is under enemy control. A Soviet light tank and some infantry are there. Light tanks can cause a lot of damage to your Bradleys if you try to attack with only your automatic cannon. Therefore, use your TOW missiles.

While still at the supply depot, click on the offensive special ability button and then left-click on the tank. An easier way is to hold down **[E]** to activate the offensive special ability, then left-click on the tank. This hotkey allows you to fire your TOW missiles much quicker. If the first missile does not destroy the tank, fire a second. Then order your Bradleys to wipe out the Soviet paratroopers before moving to the command point.



Clear out the infantry before moving to the point.

TIP

It takes a while to reload your missiles before you can fire again. However, if you have a group of three Bradleys selected, you can quickly fire off three missiles by continuing to hold down **[E]** and left-clicking on targets.

Clear the Route to the Kingdome

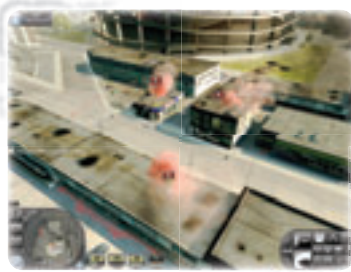
ORDERS

YOU HAVE BEEN GIVEN ACCESS TO AN ARTILLERY BATTERY LOCATED JUST OUTSIDE OF TOWN. USE THAT FIRE SUPPORT TO DEMOLISH ALL BUILDINGS OCCUPIED BY SOVIET FORCES.

Soviet infantry units have taken up positions in buildings along the road leading to the Kingdome. If you drive your Bradleys down the road, they will be knocked out before you get to your destination. Therefore, you have been given some tactical aids to help you clear a path. Yankee Five is the call sign for the artillery battery.

To order tactical aid, click on the tactical aid button in the upper-right corner of the screen or press [V]. This opens up a menu. Although there are many tactical aids, for this mission you can choose from heavy artillery barrage and precision artillery.

To the right of each icon are three numbers. These are the costs in tactical aid (TA) points to call in these strikes. The top number is for one strike, the middle for two strikes, and the bottom for three strikes. As you can see, the more strikes you call in, the more the cost in TA points. However, after each time a tactical aid fires, it takes a while before you can use the same one again—even if you have the points. Therefore, if you have multiple targets, use multiple strikes so you can hit the targets one right after the other.



Soviet infantry are waiting to ambush you. Call in artillery to wipe them out.

NOTE

The precision artillery strike hits a small circular area with a small amount of spread. It is best for enemies in a small area that you want to be sure to hit with maximum firepower. The heavy artillery barrage hits a large circular area with a larger spread. This is good for targets spread out or moving. However, you are less likely to cause as much damage or even to hit the targets—especially if they are in protection such as in a building.

Since you are not in a hurry, and your TA points will replenish, try three heavy artillery barrages first. Move the camera over your targets and call in a barrage over each one. Note the icon that appears over the location of each TA request. This is a countdown of how long until the strike hits the target. You may get lucky and eliminate some of the squads, but notice that a lot of rounds fail to hit the buildings. Finish off any remaining squads with precision artillery strikes. Almost every shell will hit the target building and destroy it—along with the enemies inside.

TIP

Infantry can be tough to kill while they're inside a building. However, if you destroy the building, the collapsing structure kills the infantry.



Clear the LZ at the Kingdome

ORDERS

A CROWD OF CIVILIANS HAS GATHERED AT THE KINGDOME, AND THE PLAN IS TO AIRLIFT THEM OUT OF THE CITY. BUT THE RUSSIANS, MOVING FAST, HAVE ALREADY SET UP SEVERAL ANTI-AIR BATTERIES IN THE PARKING LOT NEXT TO THE KINGDOME. DESTROY THESE VEHICLES SO OUR CHOPPERS CAN BE BROUGHT IN.



Take up a position north of the damaged Bradley.

Now that the infantry has been destroyed, you can advance on the Kingdome, where three anti-air vehicles are positioned in the parking lot. Order your group of Bradleys to advance. However, halt them while they are just west of the

Kingdome. There is a damaged Bradley nearby. Take up a position facing north and use TOW missiles to destroy any enemy armored vehicles that engage you.

SECONDARY ORDERS: REPAIR THE BRADLEY

A BRADLEY ARMORED TRANSPORT HAS BEEN IMMOBILIZED NEAR THE KINGDOME. IF YOU CAN REPAIR IT YOU WILL PROVIDE YOUR GROUP WITH MUCH-NEEDED FIREPOWER.



Use the Humvee to repair the Bradley.



If you do not repair the Bradley before you clear the parking lot of enemies, you will fail this secondary objective. While it is not necessary to complete it to finish the mission, you receive an award for accomplishing it.

You are now given command of an M1025 HMMWV troop transport (Humvee). While this can be used against infantry, its main purpose for this mission is to repair vehicles. Select it and assign it as Group 2. Then, while it is still selected, right-click on the immobilized Bradley, or press **[J]** and then left-click on the vehicle. Once it is repaired, you take command of the Bradley. Add it to Group 1.

Antiair vehicles like this one are your objectives.



Use TOW missiles at long range to clear out enemy tanks and vehicles.

You now have command of four Bradleys. While keeping the Humvee back, send in your Bradleys to the southwestern corner of the parking lot and begin taking out enemy units. Focus on the Soviet light tanks first, followed by the armored transports. Use TOW missiles at long range. Stay back and let them reload as necessary. Then order your Bradleys to attack the antiair vehicles—also with TOWs. If they are nearly destroyed, just order a regular attack and save your TOWs. Don't get too close to the enemy units or they will damage your armored transports.

Set up a Perimeter at the Kingdome

ORDERS



GO TO THE LZ AT THE KINGDOME AND SET UP A PERIMETER SO THE CHOPPERS CAN FLY IN SAFELY.



The civilians can now be evacuated.

Once the parking lot is clear and all four of the antiair vehicles have been destroyed, bring your Humvee forward to repair any damage your units may have taken. Finish off any other nearby enemy units and then move to the command point in the center of the parking lot. This allows the military to fly in troops and bring in trucks to evacuate the civilians before the Kingdome is destroyed by enemy artillery fire.

Evacuate the Remaining Guardsmen

ORDERS



SEATTLE CAN'T BE HELD AND A GENERAL RETREAT HAS BEEN CALLED. HELP RELIEVE THE BELEAGUERED GUARDSMEN REMAINING IN THE CITY SO THAT THEY CAN GET OUT.



You must help two groups of Guardsmen. The first group is just to the north. Order your Bradleys to move out and engage the Soviets. Use TOW missiles for armored vehicles. Once you have cleared the first area, send your units east to the second group. More enemies await. Once again, take out the armor first with TOWs, then finish off the infantry. After completing this objective, move your Humvee up to your Bradley group to repair any that have taken a lot of damage.



Clear out the Soviets at these two locations so the National Guardsmen can evacuate the city.



Press **[Z]** to change your group's formation from line to box. Box formation is easier for moving through narrow streets, while line is best for firing on a wide front.

Clear the Underpass

ORDERS



THE PLANNED EVACUATION ROUTE HAS BEEN BLOCKED BY THE RUSSIANS. THEY HAVE ERECTED MACHINE GUN EMPLACEMENTS THAT MUST BE CLEARED BEFORE WE CAN USE THE UNDERPASS TO RETREAT FROM THE CITY.

SECONDARY ORDERS: SECURE THE REINFORCEMENT LZ



YOU NEED TO SECURE THE MARKED LANDING ZONE BEFORE CHOPPERS CAN BRING IN ANY MORE UNITS.



Secure this reinforcement landing zone to get one more Bradley.

To complete the evacuation, you must clear out the Soviet defenses blocking your way. Once again, you have some artillery to help. However, before you advance, send some units east to secure the reinforcement LZ. Once you take control of it, you

receive another Bradley, bringing your total up to five. In addition, if you lose any of your armored transports, they will be replaced here by reinforcements.

The key is to use your artillery to clear the way. Advance south from the reinforcement LZ, calling in precision artillery strikes as you locate enemies. If you want to play it safe, use the artillery to take down the large buildings along your path to the underpass. As you approach the open area north of the underpass, you come across more Soviet armored vehicles. Call in some artillery and then use your TOWs to finish off the rest.



Call in artillery to destroy some of the defenders on your way to the underpass.



Engage the enemy with your Bradleys as you advance.

Historical Sidebar

The term Cold War was coined by Bernard Baruch during a speech in 1947. Baruch was a successful businessman and presidential advisor to both Woodrow Wilson and Franklin Roosevelt. The term was popularized when Walter Lippmann, an American journalist, titled his book on Soviet relations with the West *Cold War*. Cold War refers to the tensions between the former World War II allies. As the United States and the Soviet Union disagreed about the reconstruction of Europe and the future of Germany, these tensions resulted in a conflict that lasted half a century yet never escalated into open conflict between the two powers.

TIP



When you get close to the underpass, you lose your artillery support. So, while still at a distance, call in three precision artillery strikes right on the perimeter of the command point circle at the underpass. This usually destroys all the enemy defenses there. Otherwise, you have to use your Bradleys for this job.



Move quickly to the underpass once the defenses have been destroyed to capture the command point.

it can cause the most damage to your units. Once all the defenses are down, rush your units to secure the command point. Soviet units, including light tanks, are being dropped in to defend this location, so the sooner you get to it, the less you have to fight. Capturing this last command point completes the mission.

The underpass defenses are best taken out with artillery. However, if you lose your tactical aid support before you can destroy all the defenses, move in and attack with your Bradleys. Focus on the anti-tank position first since

DEBRIEFING



The Soviet invasion caught everyone by surprise, but through your tenacious defense of the downtown area you helped thousands of civilians escape the city. The National

Guard is indebted to you for rallying their scattered units and helping them organize the retreat. The Russians have been a little delayed, but more decisive action is needed before they can be contained.

Awards Earned

NATIONAL DEFENSE SERVICE RIBBON



For honorable conduct during the retreat from Seattle, you receive the National Defense Service Ribbon.

ARMY ACHIEVEMENT MEDAL



This medal is awarded for excellent performance when repairing a number of stranded Bradleys.

Historical Sidebar

As tanks became the spearheads of armies during World War II, especially following the German blitzkrieg tactics, the armies needed a way for infantry to keep up with the fast-moving tanks. The Germans created some motorized infantry troops that would ride in trucks to help support the tanks, but there were not enough trucks and most infantry still walked into battle. The United States Army, with the industrial might of the country behind it, was the first to successfully motorize all of its infantry during WWII. However, trucks were extremely vulnerable to enemy fire.

All sides developed armored carriers such as halftracks that provided infantry some protection as they rode into battle. Yet these were still vulnerable to enemy tanks. In response to this weakness, the infantry fighting vehicle (IFV) or armored transport was developed. The U.S. M2A2 Bradley and the Soviet BMP-2 can both carry troops into battle, deploy them, and then support them. Armed with anti-tank missiles, these units can even engage enemy armor, though they lack the heavier armor of tanks.

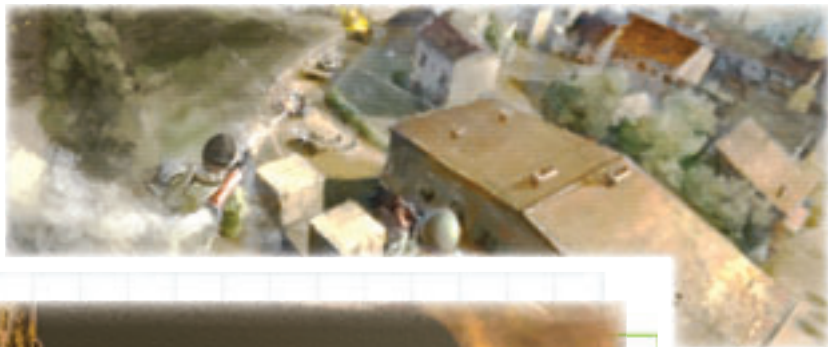


Mission 02: Reunion



SEATTLE SUBURBS

1700 HOURS • INVASION DAY



PRIMARY OBJECTIVES

- 1 DIG IN AT THE FREEWAY ENTRANCE.
- 2 RESCUE THE CIVILIAN EVACUEES.
- 3 SAVE THE LEVINSON FAMILY.
- 4 HOLD THE BRIDGEHEAD.
- 5 PREPARE DEFENSES AT THE BRIDGE.
- 6 DEFEND THE SOUTHEAST BRIDGEHEAD.
- 7 EVACUATE THE HOSPITAL.
- 8 ASSIST BANNON AND CHARLIE COMPANY.

SECONDARY OBJECTIVES

- 1 REPAIR THE AA.
- 2 DISRUPT THE SOVIET AIRBORNE DROPS.
- 3 SCORCHED EARTH.

STARTING COMMAND

M2A2 BRADLEY IFV ARMORED TRANSPORT (2)
 M1025 HMMWV TROOP TRANSPORT (2)
 INFANTRY SQUAD
 ANTI-TANK INFANTRY SQUAD

AFTER THE RETREAT FROM DOWNTOWN SEATTLE, U.S. FORCES LED BY CAPTAIN BANNON CONTINUE EAST THROUGH THE SUBURBS. YOU MUST RALLY WITH COLONEL SAWYER NEAR THE HIGHWAY BRIDGE, HELP EVACUATE THE CIVILIANS FROM THE AREA, AND THEN BLOW THE BRIDGE TO SLOW THE SOVIET ADVANCE.

THE BRIDGE



After evacuating downtown Seattle, you have been ordered to secure a main bridge long enough to allow civilians and military units to cross. If it falls into enemy hands, not only will the Soviets be able to prevent friendlies from escaping, but also they can use the bridge to continue their advance.



As you keep your units on the command points, fortifications will be built.

You start this mission with a couple of Bradleys, a couple of Humvee troop transports, and a couple of squads, one of which is anti-tank. Quickly send them to the two command points at the edge of the bridge. Organize your units into groups with

your Bradleys in one group, the Humvees in the second group, and your infantry in a third. Send the Bradleys to one of the command points while the Humvees head to the second. Order the infantry to take positions in the woods on each side of the command points so they have some protection but still can engage enemy units.

As your units are positioned on the command points, construction of defenses begins automatically. Stay there until a machine gun fortification at each point is completed. These fortifications will help defend these positions even after you move your units away from them. While waiting, take control of the Bradleys and use their TOW missiles to attack Soviet armored vehicles. When waiting for the missiles to reload, switch to the Humvee group and use their armor-piercing bullets to cause more damage to enemy vehicles.

Dig In at the Freeway Entrance

ORDERS



THE RUSSIANS ARE STARTING TO MOVE OUT OF DOWNTOWN SEATTLE TO SECURE ALL IMPORTANT BRIDGES AND ROADS IN THE AREA. THE FREEWAY BRIDGE IS ONE SUCH LOCATION.

YOU MUST BUILD FORTIFICATIONS THERE IN PREPARATION FOR THE SOVIET ASSAULT.



You begin with a small force.

Rescue the Civilian Evacuees

ORDERS



THERE ARE MANY CIVILIAN EVACUEES IN THE AREA, AND THEY MUST BE BROUGHT OUT BEFORE THE WAR GETS HERE. THE RUSSIANS HAVE GATHERED THEM AT SOME HOUSES NOT FAR FROM HERE, AND NOW THEY'RE LOADING THEM ONTO SCHOOL BUSES.

Once the fortifications have been built, you receive orders to move into the suburbs to rescue some evacuees who have been captured by the Soviets. Leave the infantry hiding in the woods and send the Bradleys east of the freeway. Order the Humvees to follow the Bradleys by selecting the Humvee group, then pressing **[I]** and left-clicking on one of the Bradleys. This allows you to keep your Bradleys in front but also bring along the Humvees to help fight the enemy infantry.



The Soviets are using school buses to transport evacuees.



Engage the enemy from a distance, then advance to finish off the rest.

As you move off the highway through a gap in the trees, hold for a bit and use your TOW missiles to take out any armored vehicles that come at you. Then advance toward the buses to clear out the Soviet infantry. You must eliminate all enemy units around the school buses to complete this objective.

Your next objective is just to the north. You must rescue some more civilians. However, these civilians are the family of a general and are being specifically targeted by the Soviets. Rather than following the roads, move your Bradleys southwest a bit, with the Humvees following behind, then turn north to come at your objective from the south. Move through a clearing in the woods. Now you can engage the enemy armored units at long range with your TOW missiles. Continue forward to finish off the remaining infantry and troop transports near the general's home.



This clearing lets you advance toward the general's house and attack the enemy near it.

Save the Levinson Family

ORDERS

BRIGADIER GENERAL LEVINSON IS A RECENTLY APPOINTED DEAN AT WEST POINT, AND HIS FAMILY STILL LIVES IN SEATTLE. THE RUSSIANS SEEM TO HAVE GOTTEN HOLD OF THE ADDRESSES OF IMPORTANT PERSONS WITH THE INTENT OF CAPTURING OR ASSASSINATING THEM. WE MUST SAVE THE GENERAL'S FAMILY.



Follow the road away from the highway.

Hold the Bridgehead

ORDERS

THE RUSSIANS ARE MOVING INTO THE AREA IN FORCE, AND YOU MUST PROTECT THE EVACUEES UNTIL THE EVACUATION HAS BEEN COMPLETED. HOLD THE POSITION UNTIL ALL THE SCHOOL BUSES HAVE LEFT.



Place your light tanks up on the line to help defend against the Soviet attacks from the north.

The next phase of the mission is defensive. Get your units back to the command points on the highway. Your infantry should still be in place. To help you defend this position, you have been given some reinforcements. A couple of M551A1 Sheridan light tanks

are dropped south of your position. Quickly assign them to their own group and move them to one of the command points so they are facing north to engage the enemy. Have your Bradleys defend the other command point. The Sheridans have a special ability; their Shillelagh anti-tank missile is similar to the TOW and gives your light tanks an extra punch against enemy tanks.

The Soviets send waves of attackers at your position. Switch between your Sheridan and Bradley groups, using their missiles to engage enemy armored vehicles. Concentrate on the tanks first, and then on armored transports. Your units can handle the infantry and troop transports on their own.

As the fight continues, you receive a warning of amphibious units crossing the lake. Several amphibious armored transports land southeast of your position and come at you from the flank. As soon as you get this message, send one of your groups, either the Bradleys or the Sheridans, to intercept and destroy the amphibious vehicles. Your squads in the woods lend their support as well. Once these enemies are eliminated, return your units to the command points and continue to defend against attacks from the north.



Be ready to respond to the enemy's amphibious attack to the southeast.



Don't forget to use your Humvees to repair your armored units as they are damaged in the fight. You can even use these Humvees to repair each other.

Prepare Defenses at the Bridge

ORDERS

WE ARE PREPARING TO DESTROY THE FREEWAY BRIDGE, BUT IT WILL BE SOME TIME BEFORE THAT CAN BE DONE. PREPARE DEFENSES AT THE BRIDGEHEAD SO YOU CAN HOLD AGAINST THE INEVITABLE SOVIET ATTACK. IF THE SOVIET HEAVY ARMOR IS ALLOWED TO CROSS THE BRIDGE, THE RUSSIANS WILL QUICKLY SPREAD OUTSIDE OF SEATTLE, AND WASHINGTON STATE MIGHT FALL.



You have new command points to secure.



Place your infantry units in cover to help defend your left flank.

Your force moves across the bridge to the opposite side. Once again, you must prepare defenses at a couple of command points. Move your Bradleys and Sheridans onto the points to claim them and get the process started. Send your infantry units into the woods and the building east of your position.

The colonel has allocated more reinforcements to you. To open the reinforcements menu, press (B) or click on the reinforcements button in the top-right corner of the screen. You have quite a few points and can purchase a number of different units, including medium anti-air vehicles and a repair tank. However, a good choice is four light tanks and a Bradley. Click on the icons to select your units, then click on the deploy units button at the bottom of the menu. Since you have not yet selected a drop zone, the megamap appears. Click somewhere in the blinking area to designate a spot and your reinforcements will be on their way. It takes about 20 seconds for them to arrive. Once they do, group them with like units and put them on the front line.



Order some reinforcements and place a drop zone (DZ) just north of your command points.

Historical Sidebar

"From Stettin in the Baltic to Trieste in the Adriatic, an iron curtain has descended across the continent. Behind that line lie all the capitals of the ancient states of Central and Eastern Europe. Warsaw, Berlin, Prague, Vienna, Budapest, Belgrade, Bucharest, and Sofia, all these famous cities and the populations around them lie in what I must call the Soviet sphere."

With these words, from a speech given at the University of Missouri in 1946, former British prime minister Winston Churchill defined the division of East and West in Europe as an "iron curtain" that kept Western ideas and democracy from those who lived in the East.

SECONDARY ORDERS: REPAIR THE AA



REPAIR OUR ANTI-AIR DEFENSES TO HELP STOP THE RUSSIAN DROPS BEING MADE IN THE AREA.



Send a force to repair the anti-air vehicles.



Watch out for amphibious enemies along the shoreline.

Soviet helicopters are dropping off infantry east of your position. Some anti-air vehicles along the shoreline could shoot the helicopters down, but they need some repairs. Create a new group with two or three of your light

tanks and send it along with your Humvee group to get those anti-air vehicles up and running. Order one Humvee to repair the first vehicle and send the other

Humvee to fix the second. Finally, send one of the two Humvees to fix the final anti-air vehicle. While they do this, Soviet amphibious armored transports are crossing the lake and landing. Use your light tanks to engage and destroy these threats. Once all three anti-air vehicles are repaired, they automatically shoot down any enemy helicopters in their area. Although you do not gain control of them, they make defending the bridgehead easier.



Your Humvee troop transports quickly repair the anti-air vehicles.

Defend the Southeast Bridgehead

ORDERS



THE RUSSIANS ARE FINALLY COMING IN FORCE. HOLD THE BRIDGEHEAD UNTIL RELIEVED.

Once fortifications have been built at the command points, you must continue to defend this area. If some of your units are destroyed, their point values are slowly returned as reinforcements points. You can then order new units to be air-dropped at your location as needed. Once your light tanks and Humvees are through repairing the anti-air vehicles, bring them back to the bridgehead to help defend.



This defensive line will protect the bridgehead.

An M60 medium tank has also been given to you. It appears on the reinforcements menu. Because it is a free unit, it does not cost you anything. You can only order one M60, and if it is destroyed, you do not get any reinforcements points for it, nor can you order a new one. Use this more powerful tank to help defend the bridgehead.

TIP

If for some reason the Soviets take control of the command points, you must quickly bring in reinforcements to recapture them. If the Soviets build fortifications at the command points, the mission fails.

Evacuate the Hospital

ORDERS

THE LOCAL HOSPITAL HASN'T BEEN EMPTIED YET, AND THERE ARE A LOT OF PATIENTS AND PERSONNEL HIDING IN THE BUILDING. GO THERE AT ONCE AND SET UP A DEFENSIVE PERIMETER SO THE EVACUATION CAN BE COMPLETED.

The bridgehead is secure, so you have been ordered to move to the hospital to secure it while civilians are evacuated. You no longer need to keep units at the bridge, so send your force south



Advance toward the hospital.

to take control of the two command points to the north and south of the hospital. Position them in lines to defend against attacks from the east and southeast, with most of your tanks at the southern command point since it gets a bit more action. Once both command points are under your control and have units inside them, fortification construction will begin.



Defend the hospital against enemy attacks.

SECONDARY ORDERS: DISRUPTION THE SOVIET AIRBORNE DROPS



THE RUSSIANS HAVE STARTED DROPPING AIRBORNE INFANTRY IN THE AREA. WE CAN'T ALLOW THEM TO GET ORGANIZED. USE YOUR FIRE SUPPORT TO DISRUPT AND DESTROY THEIR RALLY POINTS.



Call in strikes to take out the paratrooper rally points.

While your force guards the hospital, you have a secondary objective you can easily complete. Four houses east of the hospital are being used as rally points for Soviet paratroopers. While you could send some of your units to destroy them, you have been allocated tactical aids that can do the job well. You are given 20 TA points. Once you use TA points, they begin to build back up, but only to a maximum of 20 at any one time. For destroying a specific structure such as a house, you want to use a strike with a small spread so you can hit the target with maximum firepower. Your best options for this are a laser-guided bomb or a precision artillery strike. Wipe out all four houses to complete this objective and earn a medal at the end of the mission.

TIP

Either a precision artillery strike or a laser-guided bomb will destroy a house with a single strike. However, the precision artillery costs 15 points for a single strike and 30 for two. Since you are limited to 20 points, you can only call in one at a time. On the other hand, the laser-guided bomb costs only 10 points for a single strike, or 20 for two. Therefore, use laser-guided bombs to take out the targets, two houses at a time.



Use artillery to help you defend the hospital. Even if you don't hit enemies, being in the impact zone will suppress them a bit, preventing them from firing as effectively at your units.

artillery barrage works well for defending since it spreads shells around a wide area. Just be sure to not hit your own units.

Keep watching your defenses at the hospital. If you take losses, be sure to bring in reinforcements. You can even move your drop zone a bit closer since you now control more territory. After destroying the four houses with the Soviet paratroopers, you still regain tactical aids. Heavy

Assist Bannon and Charlie Company

ORDERS



BANNON IS UNDER HEAVY ATTACK TO THE NORTHWEST. CALL IN FIRE SUPPORT ON THE SOVIET ATTACKERS AND HELP BANNON DEFEND HIS POSITION.



The Soviets are sending a lot of armor to try to rush the bridge.

tactical aids to help you complete this objective. You must prevent the Soviets from capturing the two command points while friendlies finish evacuating and Bannon gets his command across the bridge. You must hold the Soviets off for four minutes.

Once the enemy attacks against the hospital have been halted by your force, the southern side of the bridge is secure. You now have been ordered to help Captain Bannon to the north. Instead of using your tanks and armored transports, you are given only

You have a lot of TA points at your disposal. Your best strike is heavy air support, which is great for helping Bannon, since the command points get swarmed with enemy units. While heavy air support is expensive, it selectively strikes at only enemy units, while avoiding friendly fire. Therefore, you can call it in right on top of your own units. The tank buster attacks are also good. You can designate a line that your aircraft will strafe. Position these to the north of your command points so Bannon's tanks don't get hit as well. The downside to the tank buster attack is the long time it takes to recharge.

Historical Sidebar

As aircraft became major weapons during World War II, specialized artillery was created to shoot down enemy airplanes. Eventually, vehicles were created that could carry antiair weapons, usually heavy machine guns or rapid-firing cannons, to provide air defense for units on the move.

By the 1980s, air defense units could be divided into two categories. Heavy antiair units use heat-seeking missiles to attack enemy aircraft. These missiles lock on to a target and can follow it until detonation. However, the missiles can be fooled by decoy flares, which burn hotter than the aircraft's engines and lure the missiles away from the target. Medium antiair units, on the other hand, are armed with rapid-firing cannons. Though they have a shorter range and do not cause as much damage, the rounds are not fooled by flares. Medium antiair units can also be used to attack ground targets in a pinch—including lightly armored vehicles and infantry.

Call in three tank buster runs in parallel lines to the north of Bannon's position.



Heavy artillery barrages also work well while you're waiting for other strikes to recharge. You have lots of TA points, so keep calling in strikes as fast as you can.

SECONDARY ORDERS: SCORCHED EARTH



USE YOUR FIRE SUPPORT TO DESTROY ALL STRATEGIC TARGETS IN THE AREA.



Target fuel supplies with accurate strikes.

To further slow the Soviet advance, you have been ordered to destroy all five fuel supplies in the area. One is just east of the northern bridgehead while the other four are south of the bridge. Since these are structural targets, use precision artillery and laser-guided bombs to destroy them. By using both with multiple strikes, you can destroy all five targets very quickly and then concentrate on

wiping out armor to the north of the bridge.

As the timer counts down, Captain Bannon withdraws his units across the bridge one platoon at a time. As a result, your strikes are more important since there are fewer U.S. tanks to defend the command points. Call in heavy artillery barrages north of your position to cause some damage and at least suppress the enemy, and order heavy air support right on top of your units to get those enemies that are right next to friendly tanks. You must prevent the Soviets from capturing the command points and fortifying them in order to complete this objective and finish the mission victorious.



Heavy air support can be called down right on top of your own units and is great for clearing out the enemy.

DEBRIEFING



More civilians have been evacuated and the Russian invasion is contained for the time being, all thanks to your efforts, lieutenant. By holding the bridge for as long as you did you ensured that no Soviet heavy armor made it across. Now our units have more time to organize defenses.

Awards Earned

HUMANITARIAN SERVICE RIBBON



This ribbon is awarded for meritorious participation in the evacuation of civilians from the Seattle suburbs during combat operations against the Soviet Union.

BRONZE STAR



You are awarded the Bronze Star for heroic performance in combat operations against the Soviet Union. Due to your diligence a Soviet paratrooper operation was thwarted and the I-90 bridge could be destroyed as planned, thereby delaying the Soviet advance out of Seattle.



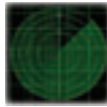
Mission 03: Battle for Pine Valley





THE HILLS ABOVE PINE VALLEY

1000 HOURS • FOUR DAYS
AFTER THE INVASION



PRIMARY OBJECTIVES

- 1 SECURE THE GAS STATION.
- 2 CLEAR THE WAY INTO PINE VALLEY.
- 3 SECURE THE TV STATION.
- 4 DEFEND THE SUPERMARKET.
- 5 RETAKE THE SOUTHEASTERN APPROACH.
- 6 HOLD THE SOUTHEASTERN APPROACH.
- 7 DEFEND THE TOWN SQUARE.
- 8 BREAK THE SOVIET OFFENSIVE.

SECONDARY OBJECTIVES

- 1 ELIMINATE THE SOVIET SNIPER.
- 2 CLEAR THE STRONGPOINTS ASAP.
- 3 ELIMINATE THE SOVIET FORWARD OBSERVER.
- 4 HELP CAPTAIN BANNON WITH REPAIRS.
- 5 DESTROY THE ENEMY MORTARS.
- 6 AID THE ARTILLERY.

SUGGESTED STARTING COMMAND

M2A2 BRADLEY IFV ARMORED TRANSPORT (3)
M1025 HMMVV TROOP TRANSPORT
ANTI-TANK INFANTRY SQUAD
DEMOLITION ENGINEER (3)

THE BATTERED U.S. BATTALION
LED BY COLONEL SAWYER IS
ORDERED TO MAKE A STAND
IN THE TOWN OF PINE VALLEY.
DESTROY THE SOVIET AIRBORNE
TROOPS ALREADY PRESENT,
AND PREPARE DEFENSES
AGAINST THE ONCOMING SOVIET
INVASION FORCE.

THE TOWN OF PINE VALLEY

Pine Valley is a small town where there is going to be a big fight. Your drop zone is northeast of town. You begin your attack from this area.



Secure the Gas Station

ORDERS

SOVIET UNITS ARE ALREADY OCCUPYING PINE VALLEY. IN ORDER TO RECLAIM THE TOWN, WE ARE MOUNTING A HASTY ATTACK AGAINST PERIMETER TARGETS. FIRST RECLAIM THE GAS STATION AND THEN DIG IN. FURTHER ORDERS WILL BE GIVEN ONCE THE OBJECTIVE HAS BEEN ACCOMPLISHED.



Request the units you need to start this mission.

Unlike in the previous missions, you do not begin with any units. However, you do have a quantity of reinforcements points that you can use to order up your initial force. Bradley armored transports are the only armor you have, so take along three of these. In addition, a Humvee can repair your vehicles as they take damage. An anti-tank infantry squad can take cover in buildings near the gas station and help take out enemy armor. Finally, you have access to three demolition engineers. These units are great for blowing up buildings. Though they are not required for this mission, you can still use them and get some practice with their special abilities. Order your units and position your drop zone so you can get your units on their way.

SECONDARY ORDERS: ELIMINATE THE SOVIET SNIPER



A SOVIET SNIPER HAS TAKEN UP POSITION SOMEWHERE NEAR THE GAS STATION. LOCATE AND ELIMINATE HIM.



NOTE

You must complete all secondary objectives to earn the Silver Star.



An enemy sniper perches on the smokestack near your drop zone. He could cause a lot of damage to your infantry; you must eliminate this threat. One way to do it is to order your Bradleys to attack. This takes a while but is safe since the sniper's rifle cannot damage your armored transports. A more exciting way to complete this secondary objective is to load one of your demolition engineers inside a Bradley and drive it right next to the smokestack. Use the Bradley's smoke screen ability to hide the area, then unload the engineer. Quickly order him to place a demolition charge on the smokestack and then get back into the Bradley. Drive the Bradley back to your drop zone and unload the engineer. Click on the ability button again to detonate the charge and bring the smokestack crashing to the ground, and the sniper along with it.



The sniper is on this smokestack. Try sending in a demolition engineer to destroy the smokestack. Use a smoke screen and the armored protection of a Bradley.



Advance on the gas station.

Now it is time to head for the gas station. Load up your infantry units and drive your vehicles to a position behind the building to the north of the gas station. Unload the anti-tank infantry

and send them sprinting into the building for cover. This squad can engage the enemy armor as well as the fortifications. Position your Bradleys in a line to the west of the building and begin firing TOWs at the enemy armored units. Keep your Humvee behind to repair their damage and to engage the enemy infantry squads.

The cavalry has five Sheridan light tanks they can fly in for you to use. Open the tactical aid menu and order them one at a time. They are airlifted to the position you choose. As soon as you have enough TA points, bring them in as quickly as you can. It takes a while for them to arrive. Once they do, move them over to the Bradleys to help support your attack. The Soviets usually have an infantry squad inside the gas station, so engage them and destroy the structure in the process.



Request the Sheridan tanks from the tactical aid menu.



Before you rush to capture both of the command points around the gas station, wait for some of the Sheridans to arrive. They come in handy as the Soviets counterattack.



Anti-tank infantry take position on the rooftop of the police station.

After the gas station is either cleared or destroyed, send your anti-tank infantry squad to the police station southwest of the gas station. They move up onto the roof and fire their rockets at any nearby enemy vehicles. You can also order them to fire on the Soviet fortifications at the eastern command point. Once the fortifications have all been destroyed, move your vehicles onto the command points so the construction of your own fortifications can begin. Watch out for enemy attacks from the south and southeast. Keep your Bradleys near your tanks to help engage infantry while your Sheridans deal with the armor.

Historical Sidebar

Not many people know that the United States and the Soviet Union came very close to war in 1984. Soviet spies were watching the Pentagon, the White House, and other government buildings; their job was to count the number of lighted windows each night. The idea was that if the U.S. was planning a war or something major, strategists would be putting in long hours with lots of people working late into the night.

The U.S. and NATO were planning a major military exercise in 1984. Since there was a lot to do to get ready for this exercise, many people worked late. The Soviets feared that the exercise might be a ruse disguising a surprise attack. The Soviet military went on high alert, and the leadership even considered a preemptive strike against the West with nuclear weapons. Luckily, cooler heads prevailed, the exercise was only an exercise, and war was avoided.

Clear the Way into Pine Valley

ORDERS



PHASE TWO OF THE ATTACK TO RETAKE PINE VALLEY HAS BEGUN. YOU ARE ORDERED TO CLEAR THREE ENEMY DEFENSIVE POSITIONS ALONG THE OUTER PERIMETER. BANNON AND CHARLIE COMPANY WILL ATTACK ALONG THE WESTERN FLANK IN THE DIRECTION OF THE TOWN SQUARE WITH WEBB AND ALPHA COMPANY IN SUPPORT.

SECONDARY ORDERS: CLEAR THE STRONGPOINTS ASAP



THE SOVIET MAIN FORCE IS NOT FAR OUT, AND THE SOONER WE GAIN ENTRY TO THE CITY THE BETTER. DESTROY THE SOVIET FORTIFICATIONS BEFORE YOU RUN OUT OF TIME.

After the fortifications have been completed and the enemy attacks repulsed, you receive new orders. You must clear out three strongpoints in the northern part of the town. To complete the secondary objective, you must clear the three points within 10 minutes.



The Soviets have blocked the roads leading into Pine Valley.



You receive some more reinforcements points. Use them to request an infantry squad for supporting your anti-tank squad as you advance through the town.



Send the anti-tank infantry around the back way under cover to a building from which they can attack the first strongpoint.



The anti-tank and infantry squads can almost clear the strongpoint on their own.

It is best to work your way from east to west clearing these strongpoints. You do not have to actually move units onto the command points—just eliminate the fortifications at each along with any enemy units on them. Send your

anti-tank infantry south from the police station. Sprint across the street and into the trees. Then enter the building with the satellite dish on top

from the back door. From here, they can attack the fortifications and vehicles at the first strongpoint. Send your infantry squad into the building just west of the anti-tank squad to help support them against enemy infantry. Bring up your tanks and Bradleys to fire on the Soviets from a distance. This combined attack should make short work of the first strongpoint.

The next two strongpoints are to the west. Send your squads along the streets to buildings from which they can hit the strongpoints from the south. Keep your Bradleys down the street a bit to help cover your men from enemy infantry. Meanwhile, send your tanks around to hit the enemy positions from the north at long range. Send the Humvee with the tanks to repair any damage they may take. The amount of destruction the infantry can cause on their own is impressive—and they are hard to kill while in structures. Attacking from two different directions also increases the effectiveness of your attack, since enemy tanks will always have their weaker rear armor exposed to one of your units.



While the Bradleys and infantry work from inside the town, the Sheridan tanks attack from the outside—surrounding the enemy.

Secure the TV Station

ORDERS

THE REMNANTS OF THE SOVIET FORCES IN PINE VALLEY HAVE WITHDRAWN TO AN ASSEMBLY AREA AT THE TV STATION. THEY ARE USING HEAVY ARTILLERY TO SHIELD ALL FRONTAL APPROACHES. FLANK AROUND THE IMPACT AREA AND DESTROY THE ENEMY. MOVE AROUND THE ARTILLERY BARRAGE, DESTROY ALL SOVIET UNITS AT THE TV STATION, AND SECURE THE AREA.

SECONDARY ORDERS: ELIMINATE THE SOVIET FORWARD OBSERVER

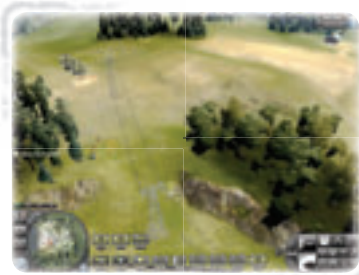


IN ORDER TO CALL IN ARTILLERY AT CLOSE RANGE, THE SOVIETS MUST HAVE A FORWARD OBSERVER SOMEWHERE NEAR THE TV STATION. IF YOU CAN ELIMINATE HIM, THE ARTILLERY BARRAGE WILL PROBABLY BE LIFTED.

Your next objective is the TV station. It is to the south, but you can't advance on it directly due to the artillery the Soviets are dropping around it. Instead, load up your infantry in the Bradleys and send your entire force east to the north-south road on the edge of the town. The colonel has assigned an M1A1 Abrams heavy tank to you. Open up your reinforcements menu and have it delivered for free. You can also move your drop zone so it is closer to your units. Repair any damage and then position your tanks along the road, due east from the TV station.



You receive a new heavy tank—an M1A1 Abrams—to help you fight the Soviets.



The Bradleys take out the forward observer.



Move on the TV station with all your units.

Send your Bradleys to the command point in the west while your tanks take the one on the east. Destroy the buildings to clear out the infantry holed up inside.

Defend the Supermarket

ORDERS



ALTHOUGH THE MAIN SOVIET DRIVE IS EXPECTED TO COME FROM THE NORTHEAST, SUPPORTING ATTACKS ARE ALSO EXPECTED THROUGH THE SUBURBS AGAINST THE SUPERMARKET. THEY MUST NOT BE ALLOWED TO BREAK THROUGH. HOLD THE AREA UNTIL TOLD OTHERWISE.



Use Bradleys to shoot down Soviet helicopters.

Your command is now being sent to cover the northern edge of town near the supermarket. Send your entire team to the two command points on either side of the large building. Divide your force so you have both Bradleys and tanks at each command point. Unload your anti-tank and infantry squads and send them into the supermarket. You also have fire support. With your 20 tactical aid points, you can call in light and heavy artillery barrages, napalm strikes, tank buster strafing runs, laser-guided bombs, and air strikes.



Spread out your firepower between the two command points.



TIP

You should earn some additional reinforcements points. Request another Bradley or Humvee to help out with your objectives.

SECONDARY ORDERS: HELP CAPTAIN BANNON WITH REPAIRS



BANNON'S COMPANY IS HARD-PRESSED AT THE GAS STATION AND NEEDS HELP WITH REPAIRS. SEND A HUMVEE THERE TO SORT THINGS OUT AND KEEP THOSE TANKS IN THE FIGHT.



Repair this tank and the colonel will send you one of your own.

As the enemy attacks, you are asked to send a Humvee to repair one of Bannon's tanks. Quickly send it to the police station where the tank is waiting. As soon as it repairs the tank, you can bring it back to repair your vehicles.

For this service, you are rewarded with another M1A1 Abrams heavy tank. However, don't call it in until later.



Napalm creates a barrier to the north of your position.

Meanwhile, you must concentrate on the enemy attacks near the supermarket. Drop two napalm strikes in a line across the ridgeline north of the supermarket as well as across the road north of your eastern command point.

Not only will this kill or damage Soviet units caught in it, but while the ground is burning it continues to harm units that try to cross it. The tank buster strikes are also effective. As you repel the attacks, you receive word that the Soviets are going to use artillery to attack the supermarket. Quickly get your infantry out of the building and aboard Bradleys, and then quickly send your entire force south before the barrage hits.



Get your units south before the artillery hits.

Retake the Southeastern Approach

ORDERS



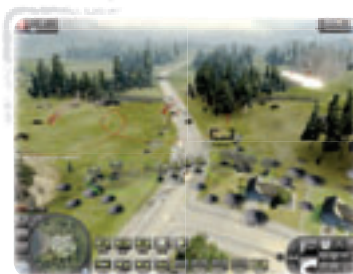
WEBB'S COMPANY HAS BEEN FORCED BACK FROM ITS MAIN DEFENSIVE POSITIONS AT THE SOUTHEASTERN APPROACH TO PINE VALLEY. YOU ARE ORDERED TO RETAKE THOSE POSITIONS.



Call in an air strike on the enemies at the command points.

After fleeing the supermarket, head toward the eastern edge of town and repair your damaged units. This is a good time to request that heavy tank. You receive some more reinforcements points, so spend them on what you think you might need. It is a good idea to have four Bradleys and two Humvees if possible. The two command points you must take are at the town's southeastern edge. Remember that you still have tactical aids that you can call in to attack units at this position prior to advancing on it. Lead with your Bradleys, which can deal with any infantry as well as the vehicles you might find there. Once it is clear, move your units onto these command points.

Position a line of Sheridans across the western point, your Abrams in the eastern point, and your Bradleys across the space between them—all vehicles facing south. Unload your anti-tank squad and position it in the woods west of your position.



Line up your defenses.

Hold the Southeastern Approach

ORDERS



A RENEWED SOVIET ATTACK IS EXPECTED SHORTLY. YOU ARE TO HOLD POSITION AT THE SOUTHEASTERN APPROACH UNTIL FURTHER NOTICE.



Pound the attackers with all kinds of artillery and air attacks.

No sooner do you get your units into position than you come under attack. Soviet units attack from along the road to the south and from the southeast and southwest. Your units are positioned to engage them. However, help them out with your

tactical aids. Lay lines of napalm across the enemy's path toward you. If you don't kill your foes outright, you will halt them. Then call in other types of strikes while they are stationary.

SECONDARY ORDERS: DESTROY THE ENEMY MORTARS



THE ENEMY IS MOVING IN MORTAR VEHICLES CLOSE TO YOUR POSITION. DESTROY THEM IF POSSIBLE.



Call in strikes against the mortar positions.

However, the eastern position requires you to fire blind—unless you send your infantry squad along the forest line to the west to spot for you. Destroy the mortars as soon as you can to reduce the amount of damage you take from them.

TIP

While you are defending here, you have to switch between calling in tactical aids, taking control of units to use their special abilities (such as anti-tank missiles), and keeping your units repaired. Those Humvees are worth their weight in gold because they can keep your units fighting longer. Your Humvees may take a lot of damage since they are not armored, so repair them if you have to.

Defend the Town Square

ORDERS



YOU MUST DEFEND THE TOWN SQUARE. IF PINE VALLEY FALLS, THERE WILL BE NOTHING TO STOP THE SOVIET INVASION FROM CONTINUING ALL THE WAY TO OREGON AND BEYOND. HOLD ON FOR AS LONG AS IT TAKES.



Withdraw your units to the town square.

After defending the southeastern approach, you are called back to the town square. Quickly move your units to this area. As you fall back to the north, call in heavy artillery barrages, napalm, and tank buster strikes on the enemy units coming up the highway from the south. Once in the town square, position your Sheridans at the northeast command point, your Bradleys at the northwest, and your Abrams east of the southern command point to cover the road to the south. Put your infantry units in the buildings near the command points to cover them and deny the buildings to the enemy.

SECONDARY ORDERS: AID THE ARTILLERY



A MOBILE MORTAR PLATOON HAS BEEN CAUGHT BEHIND THE SOVIET ADVANCE, AND NOW IT'S UNDER ATTACK. HELP IF POSSIBLE.



Save the mortar units using tactical aids and your Bradleys.

There are some friendly mortars east of your position. A Soviet advance is headed directly toward them. Call in strikes to the south of the mortars and then send your Bradleys to help out since they are fast and can deal with both infantry and armor. If you can protect the mortars, they will be put under your command to use to help defend Pine Valley.



Keep the mortars where they are and use them to attack. Assign them to three different groups, such as 7, 8, and 9. Then when you need some quick artillery, select the group and right-click on the target. You target the ground by pressing **[F]** and then left-clicking on a spot. This is good for calling in fire ahead of moving units or against buildings.



Antiair strikes will shoot down enemy helicopters over your positions.

The enemy comes at you from different directions—the south, the northeast, and the northwest. Call in strikes along these axes of advance and keep your units in the command points as much as possible. As you lose units, request

reinforcements. Anti-tank infantry squads are best. Once they land, move them to buildings. They are deadly against enemy armor in the town.

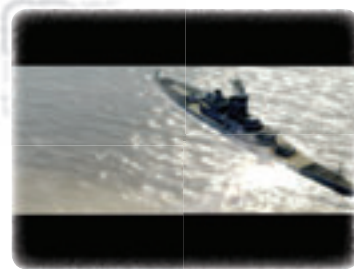
Break the Soviet Offensive

ORDERS



THE USS *MISSOURI* IS AVAILABLE TO PROVIDE HEAVY FIRE SUPPORT. CALL IN HEAVY ARTILLERY FIRE ON THE ADVANCING SOVIET FORCES UNTIL THEIR OFFENSIVE HAS BEEN BROKEN.

The World War II-era battleship has arrived. You can call in strikes from its 16-inch guns that will obliterate any enemy units in the blast zone. Since the ship is close, there is only about a four-second delay between the request and rounds on target. You don't have to lead moving units very much.



The "Mighty Mo," the same ship on which the Japanese surrendered at the end of World War II, arrives to fire its guns once again during World War III.

During this last phase of the mission, call in strikes as fast as you can. They reload fast, so you rarely have to wait. The small radius of the attack area allows you to target enemies right next to your own units without worry of being hit. Keep the battleship firing until the Soviet attack breaks down and Colonel Sawyer orders the battalion to cease fire.



Call in naval artillery to eliminate the Soviet offensive.

DEBRIEFING

You liberated the town of Pine Valley and forced the Russians to withdraw. The enemy has been dealt a hard blow from which it will take a while to recover. During this respite we will try to build up our strength. The president has ordered more National Guard and regular army units into the area, but it is doubtful that they will be enough to force the Russians out of Seattle.

Awards Earned

ARMY MERITORIOUS UNIT COMMENDATION



Your battalion has been awarded this commendation for exceptionally meritorious conduct and valorous actions against the Soviet invaders during the defense of Pine Valley.



SILVER STAR

The Silver Star has been awarded for exceptional gallantry and extraordinary heroism during the defense of Pine Valley. Due to your diligence and bravery, friendly forces were able to hold the town against an overwhelming Soviet attack.

Historical Sidebar

Since militaries began using armored tanks during World War I, the infantry has been at a disadvantage against these bulletproof vehicles. High-velocity artillery pieces were used as anti-tank guns, but they had to be towed by other vehicles. World War II saw the introduction of portable rocket launchers, which fired a shaped charge capable of penetrating a tank's armor—but usually only on the sides or rear of the tank where the armor was thinner. These rockets were stabilized with fins, but recoilless rifles (such as the Carl Gustav carried by Western powers during the latter years of the Cold War) used a rifled barrel to improve accuracy by spinning the round for greater stability. These recoilless rifles have a much higher muzzle velocity than rockets and can carry a larger explosive charge. Such anti-tank weapons can be extremely effective when used by infantry under the cover of woods or buildings, which allow them to attack tanks at close range while being protected against return fire.



Mission 04: Into the Mountains

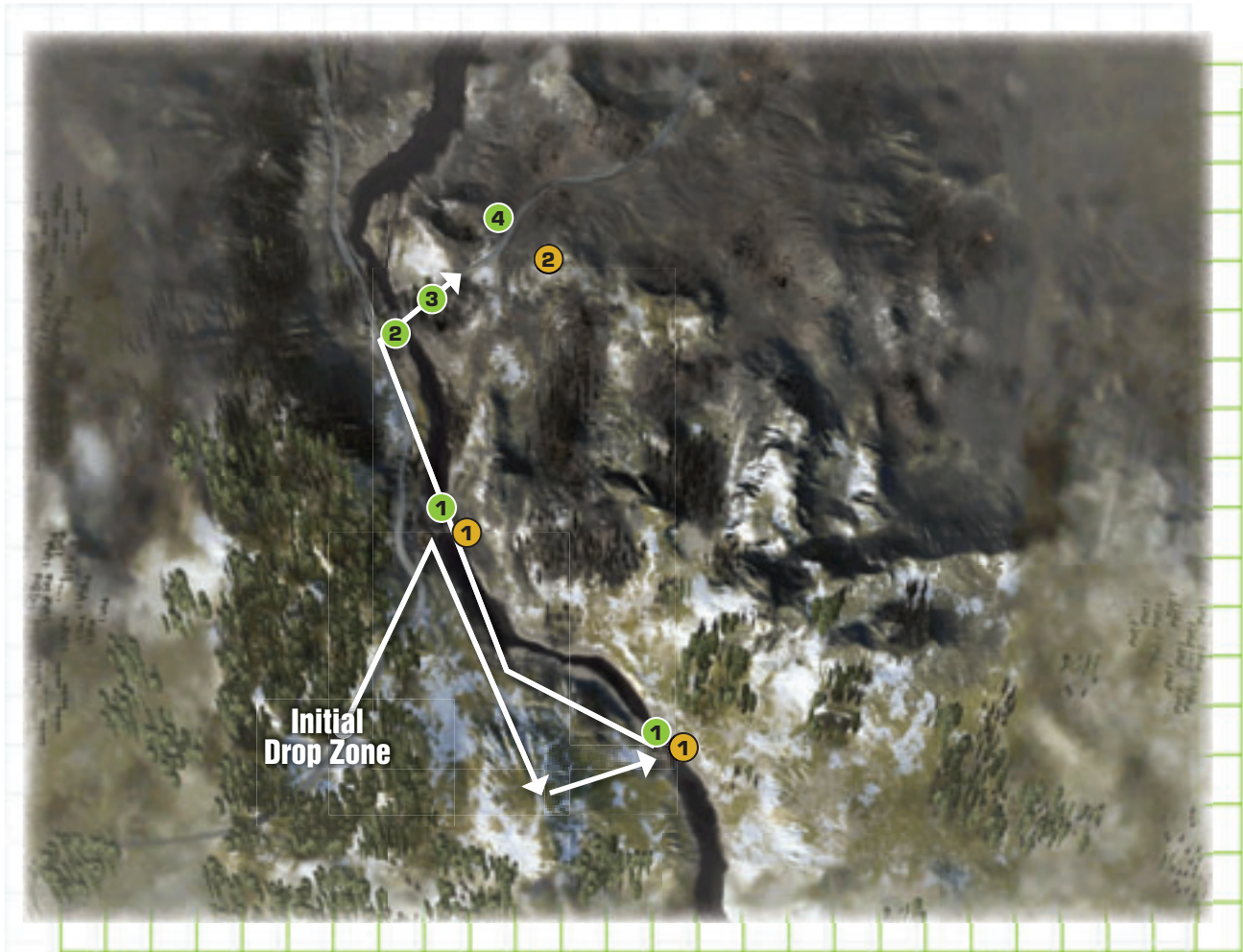


Mission 04: Into the Mountains



ON THE WAY TO FORT TELLER

1830 HOURS • SEVERAL WEEKS
AFTER THE INVASION



PRIMARY OBJECTIVES

- 1 SECURE THE TWO RIVER FORDS.
- 2 THE BRIDGE MUST NOT BE DESTROYED.
- 3 SECURE THE BRIDGE.
- 4 HOLD THE BRIDGE UNTIL BANNON ARRIVES.

SECONDARY OBJECTIVES

- 1 SECURE BOTH FORDS ASAP.
- 2 DESTROY THE SOVIET ARTILLERY.

SUGGESTED STARTING COMMAND
M2A2 BRADLEY IFV ARMORED TRANSPORT (3)
ANTI-TANK INFANTRY SQUAD (3)

YOUR BATTALION MUST FIGHT
A DELAYING BATTLE AGAINST
THE SOVIET TASK FORCE IN THE
FOOTHILLS OF THE CASCADE RANGE.
YOUR OBJECTIVE IS TO SLOW DOWN
THE SOVIET ADVANCE SO THAT THE
DEFENDERS AROUND FORT TELLER
WILL HAVE SOME TIME TO DIG IN.

RIVER CROSSINGS



The main objectives for this mission are three river crossings—two fords and a bridge. You need to secure each in turn. While you spearhead the advance to capture these locations, other U.S. forces are sent to assist in their defense.

Secure the Two River Fords

ORDERS

THE RIVER FORDS CAN BE USED BY THE SOVIETS TO SEND LIGHT AND MEDIUM ARMOR ACROSS. THE FORDS MUST BE SECURED AND HELD UNTIL WE CAN BLOW THE BRIDGE. IF WE ACCOMPLISH THIS, THE SOVIETS WILL BE DELAYED AT LEAST HALF A DAY.

SECONDARY ORDERS: THE BRIDGE MUST NOT BE DESTROYED

DO NOT LET THE BRIDGE BE DESTROYED BEFORE PERMISSION HAS BEEN GIVEN.



Order your units.

you will primarily be fighting against enemy armored vehicles, anti-tank infantry squads are a good idea for this mission. You have enough points to get three Bradleys and three anti-tank squads. On the other hand, you could exchange a squad for both a Humvee and a Sheridan light tank. Deploy your units along the road in the southwest and get ready to move.

Once again you begin with only reinforcements points. Quickly open up the reinforcements menu and request your initial force. Since there are woods near each of the crossings and

SECONDARY ORDERS: SECURE BOTH FORDS ASAP



THE SOVIET MAIN FORCE IS HEADED THIS WAY, AND IT WILL BE MUCH HARDER TO SECURE THE CROSSINGS WHEN IT HAS ARRIVED.

To complete the secondary objective, you must capture both fords within 15 minutes. That is not too tough. Don't divide your forces and try to go for both fords at the same time—you have plenty of time to go after each in turn.



If you rush, you can capture this first ford without much opposition.



NOTE

You can capture the southeastern ford first if you want. If you hurry, you can grab it before the enemy gets there.

Load up your infantry and advance north toward the ford alongside the road. While this is taking place, use your tactical aid menu to request an aerial recon of this ford. This lets you see what awaits you and if there are any infantry units hidden in the structures or woods. Call in tank busters or other strikes to clear out some of these enemies while they are still shown on the map.



Spread out your forces at each command point so you can begin constructing fortifications.

Mission 04: Into the Mountains



Try sending a couple of anti-tank squads into the trees away from the river to hit enemy vehicles in their sides and rears as they rush past to get to the ford.

It is a good idea to move all your anti-tank squads to the command point across the river to help the Bradley there defend against enemy counterattacks. Three of these squads will make short work of any enemy armor.



Load up your squads to head to the next ford.



If some of your squads take damage, you can reinforce individual squads. Look at the icon for your infantry squads. The green dots in the corner represent each of the men in the squad. As these turn red, those men are wounded. As the dots disappear, those men are dead. Reinforcing a squad only replaces the dead men; it does not heal the wounded. It also costs reinforcements points. The new men will drop right onto the squad's position. This can be better than requesting a new squad because you strengthen a squad that already has some combat experience.

Other U.S. troops defend this ford as you leave.



Once the first ford has been secured, you receive some more reinforcements points. Your drop zone has been changed to the area near this ford. Other friendly troops move in to defend this ford so you can head on to capture the next one. As soon as you get the points, request some new units such as a Humvee and a light tank so they can be in the delivery process while you load up your squads into the Bradleys.



Do an aerial recon on the ford to see what the enemy has there.



Position your vehicles at the top of this hill.



Napalm burns the fortifications.



Use TOW missiles to finish off any remaining fortifications.

both fortifications on each command point. As the napalm burns, it destroys or at least damages the fortifications.

Start capturing the command points.



Position your units to defend against counterattacks on both command points on the other side of the river.



Hide anti-tank squads in the woods so they can ambush enemy vehicles.

fortifications at long range. Once one of the command points on the opposite side of the river is clear, rush a Bradley and an anti-tank squad to secure it. Then clear out the last command point and send another Bradley and squad to secure it as well. Now you have to hold these positions while fortifications are built. Expect the Soviets to send a few units at each of the command points to try to recapture them.

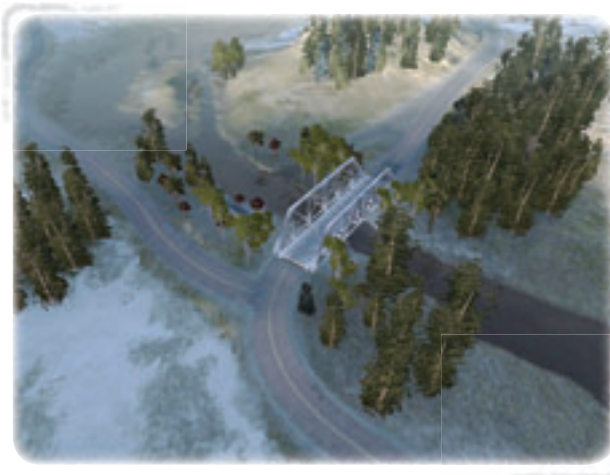
Move your units to a position on the hill southwest of the second ford. Once again, use aerial recon to identify enemy units in the area. The Soviets have already fortified the command points, so drop napalm strikes so they lie across

Secure the Bridge

ORDERS



THE BRIDGE CONSTITUTES THE MAIN CROSSING IN THE AREA. WE ARE GOING TO BLOW IT, BUT WE CAN'T UNTIL CAPTAIN BANNON RETURNS WITH C COMPANY. YOU MUST SECURE AND FORTIFY THE AREA AROUND THE BRIDGE UNTIL HE DOES.



This bridge is your next objective.

Now that both fords are under your control, head for the bridge to the north. Load up your squads and send them all back across the river. More friendly units arrive to hold the ford. You have been given more reinforcements



Repair and reinforce your units.

points and a couple of M60 medium tanks. Request these tanks along with three light Sheridan tanks. While you wait for them to arrive at a drop zone near your position, repair any damage to your vehicles and unload your squads to reinforce them as needed.



One of the options you can choose from the reinforcements menu is an M125 MCV medium artillery vehicle. This carries a mortar that you can use to attack infantry and light vehicles. It is expensive and not very useful for this mission; however, you can experiment with it if you choose. Be sure to try the white phosphorous special ability. It is like a mini napalm strike.



Exercise caution as you move past the first ford—there's fighting there.



Watch out for the infantry squad near the bridge. If you have an artillery unit, use it to wipe the infantry out.

Once your units are ready to continue, send them moving along the road toward the bridge. As you approach the first ford, you may find it crawling with Soviet units. Stay back and call in tactical aid strikes against it to clear it. If you try to rush past it, the enemy will damage or destroy some of your vehicles. Once the road is clear, continue moving toward the bridge and right onto the first command point. Engage the Soviet infantry squad in the nearby woods with your Bradleys.



Be careful when calling in artillery near the bridge. You don't want to hit it and destroy it, thus ending the mission in failure.

Unload your anti-tank squads and send them across the bridge, along with all your tanks, to capture the command point on the far side. Position your anti-tank squads in the woods along the road so they can engage approaching enemy vehicles, and position your tanks in a line across the road. Hold the two command points while fortifications are constructed.



Set up your defenses to protect the bridge.



ITIP

Vehicles have different amounts of protection to the front, rear, sides, and top. Work this to your advantage during combat. You change unit facing by pressing and holding the right mouse button while giving a move order and then dragging the mouse in the direction you want the unit to face. Make sure your line of tanks faces away from the river and toward the direction from which the enemy is coming.

Hold the Bridge until Bannon Arrives

ORDERS



BANNON IS ON HIS WAY BACK, AND YOU MUST HOLD THE BRIDGE LONG ENOUGH FOR HIM TO CROSS.

You now have to hold the bridge against an enemy assault. Get all of your units across the bridge and line up your vehicles to block the road to the bridge and protect the command point. The colonel informs you that bad weather is about to ground the air force and tells you to request any reinforcements. Spend the points you have remaining to request another tank or an anti-tank squad if you can afford it. Then bring the reinforcements up to the front lines once they arrive.



Move your anti-tank squads into the woods on the right side of the road.



NOTE

When the air force is grounded, you can't call in reinforcements and your tactical aids are limited to artillery. No more aerial recon or air strikes.

SECONDARY ORDERS: DESTROY THE SOVIET ARTILLERY



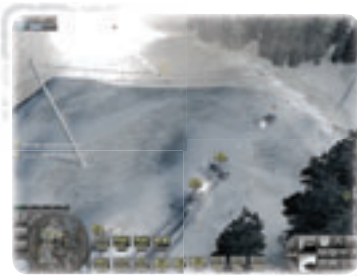
SEVERAL SOVIET ARTILLERY PIECES HAVE TAKEN UP POSITION ON ONE OF THE HILLS ACROSS THE RIVER. THEY SHOULD BE LOCATED AND DESTROYED BEFORE THEY CAUSE TOO MUCH DAMAGE.

Historical Sidebar

Although the United States and the Soviets were allies during World War II, there had been no cooperation prior to that time. In fact, during the Russian Civil War, the United States sent troops to help the White Russians fight against the Communist Reds. Nearly 13,000 Americans were involved in this conflict. Some were around Archangel in northern Russia, while others were near Vladivostok on the Siberian coast. After the Communists won the war and took control of the government, the United States did not recognize the Communists under the leadership of Vladimir Lenin as the legitimate government of Russia for a number of years. After Nazi Germany was defeated, past animosity returned and former allies became antagonists.



The Soviets have some artillery units on the hill northeast of the bridge. They need to be taken out before they cause a lot of damage. Send your group of Bradleys to locate and destroy them. You can also call in a precision artillery strike on the artillery unit next to an armored transport. As soon as the artillery is destroyed, bring your Bradleys back to help protect the bridge.



This Soviet artillery is a threat. Use precision artillery and your Bradleys to eliminate these enemy units.

Call in artillery barrages around the hill and road northeast of the bridge.



The Soviets send some infantry in with their assault to try to kill your anti-tank squads. Use the Bradleys to engage the infantry and keep your squads alive to fight against the Soviet armor. Also call in artillery barrages to disrupt and destroy enemy units as they mass to the northeast. You have to really keep busy taking control of units to fire their special abilities as well as calling in artillery strikes. You must keep at least one of your units alive to win the mission, so if things look bad, pull back one of your units to the opposite side of the bridge.



Maintain your defensive line at the bridge.

TIP

If you are having trouble with enemy infantry, use the M60 medium tank's special ability. The tank can fire a white phosphorus shell that takes out a squad of infantry in a single shot. You target an area when firing this rather than an individual unit.



Watch out for those Soviets trying to flank you from the left, around the side of the hill. You can't see them until they are almost on top of you.



As you take losses, re-form your lines at the bridge.

Eventually, Bannon and C Company arrive behind the enemy. Watch your artillery barrages so you don't hit friendly units with blue-on-blue fire. Keep firing on the Soviet units between you and C Company until all have been eliminated. When the area is clear of enemies, the mission is complete.



Another way to defend the bridge is to position your tanks along the ridgeline of the hill, then pull them back when the big Soviet push arrives.

Historical Sidebar

The M551A1 Sheridan, while categorized as a light tank, is considered by the U.S. Army to be an armored reconnaissance airborne assault vehicle. This tank features aluminum armor to keep it light enough to be air-dropped onto the battlefield. Since a heavy gun would increase the weight of this tank, a new gun system was designed to allow the Sheridan to engage all types of tanks at long range. The short-barreled gun fires a low-velocity high-explosive anti-tank (HEAT) round that penetrates enemy armor by chemical energy—the explosion—rather than kinetic energy (high velocity). Since this round was effective only at short range and not very accurate (it was essentially lobbed at the target), the Sheridan's gun was dual purpose and could also fire missiles. The Shillelagh missile was designed to be fired from a gun barrel. The missile could be guided by a gunner through the use of infrared signals, making the missile extremely accurate.

DEBRIEFING

Colonel Wilkins is thankful for the extra time you bought him by delaying the Russians at the river. Captain Bannon's success further hampered their advances. You now have some precious extra hours to prepare for the defense of Fort Teller.

Awards Earned

OFFICER PROFESSIONAL DEVELOPMENT RIBBON

You have been awarded this ribbon for showing professional dedication and promising development as a commissioned officer in the United States Army.



ARMY DISTINGUISHED SERVICE MEDAL

This medal is awarded for exceptionally meritorious service in the duty of great responsibility. Due to your impeccable performance, Soviet forces were held at bay and their advance toward Cascade Falls and Fort Teller delayed so that the defenders there had time to prepare.



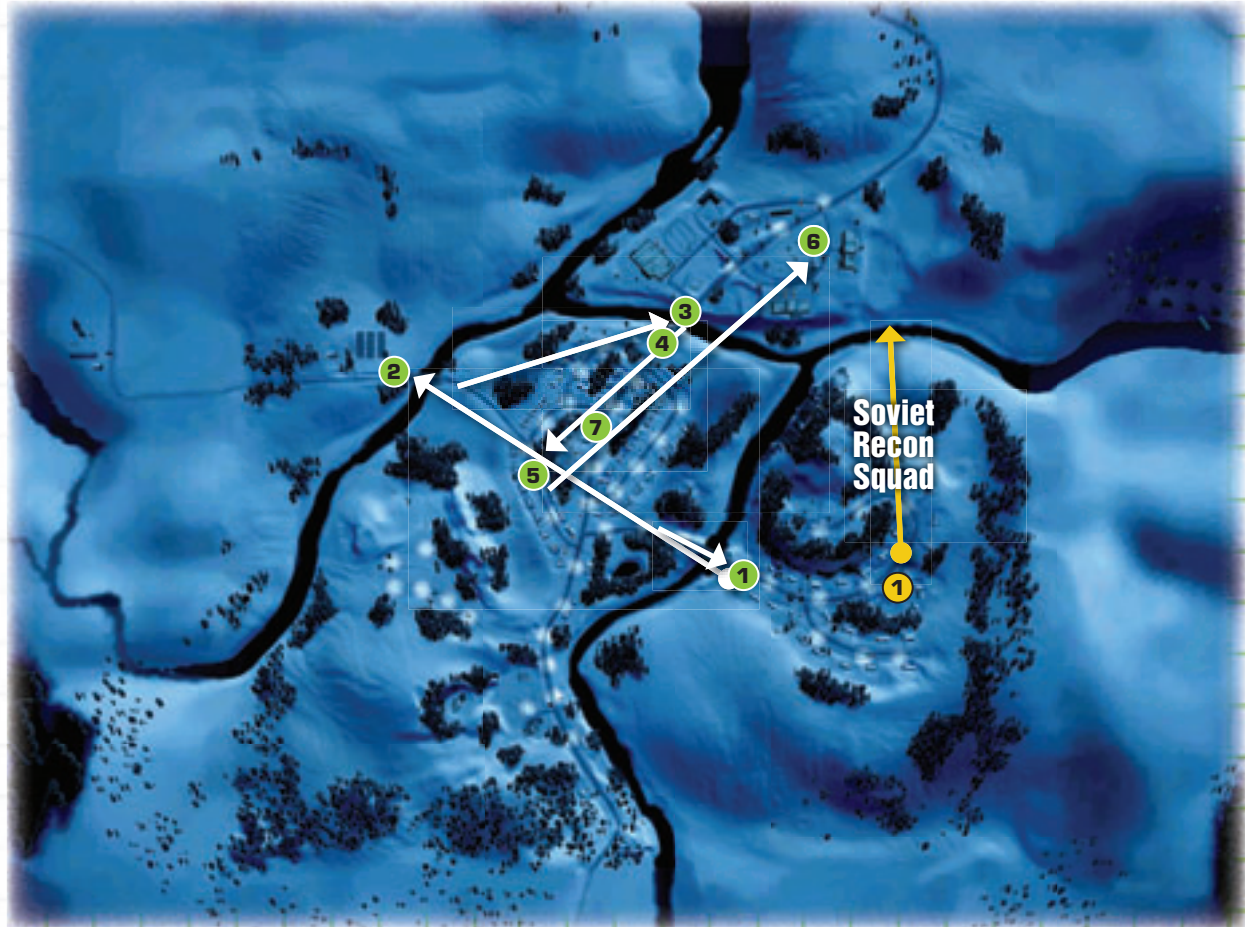


Mission 05: Last Stand



CASCADE FALLS

0200 HOURS • SEVERAL
WEEKS AFTER THE INVASION



PRIMARY OBJECTIVES

- 1 SECURE AND HOLD THE EAST BRIDGE.
- 2 SECURE AND HOLD THE WEST BRIDGE.
- 3 SECURE AND FORTIFY THE NORTH BRIDGE.
- 4 HOLD THE NORTH BRIDGE.
- 5 RETAKE THE TOWN CENTER.
- 6 REGROUP AT THE HIGH SCHOOL.
- 7 CALL IN THE NUCLEAR STRIKE.

SECONDARY OBJECTIVES

- 1 ELIMINATE THE SOVIET RECON SQUAD.

STARTING COMMAND

ANTI-TANK INFANTRY SQUAD (6)
M939 5-TON TRANSPORT TRUCK (3)

CASCADE FALLS IS WHERE THE RUSSIAN ADVANCE MUST BE STOPPED ONCE AND FOR ALL. IF THEY REACH FORT TELLER THEY WILL UNCOVER THAT THE STAR WARS PROJECT IS NONFUNCTIONAL, WHICH IN TURN MIGHT PROMPT THEM TO LAUNCH THEIR NUCLEAR MISSILES AT US. NEEDLESS TO SAY, WE CANNOT ALLOW THIS TO HAPPEN.

THREE BRIDGES



Rivers border Cascade Falls on three sides. The three bridges into the town represent tactical choke points. Colonel Sawyer's plan is to force the Soviets to advance on the

town from the southwest, the part of the town not protected by a river. Therefore, the enemy must be denied access to the bridges until they concentrate in the southwest.

Secure and Hold the East Bridge

ORDERS



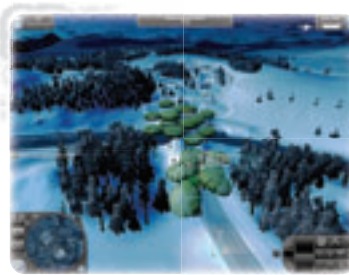
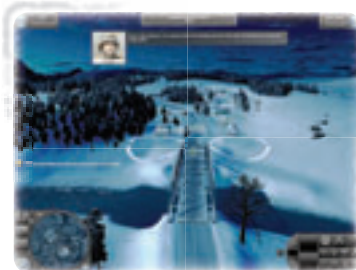
If the Russians reach Fort Teller and realize that our ballistic missile defenses are nonfunctional, we might end up with a full-blown nuclear war.

Our only chance is to stop them here, and we will do it by holding bridges and luring them down the center where we can concentrate our fire on them. You must raise fortifications around the bridge and hold the area until told to do otherwise.

Historical Sidebar

The main strategy during the Cold War for nuclear weapons was mutually assured destruction (MAD). This type of diplomacy concentrated on the idea that if one side launched nuclear weapons, the other side would also launch and thus both sides would endure destruction such as the earth had never seen. As a result, neither side used nuclear weapons for fear of being targeted itself. This was more like an Old West shootout than a modern form of diplomatic relations. In 1983, President Ronald Reagan announced the Strategic Defense Initiative (SDI), which was later referred to as Star Wars. Rather than relying on fear to avoid nuclear war, SDI set out to create a defense against ballistic missiles. Using both ground- and space-based platforms, the SDI defenses were to shoot down missiles before they could deploy their warheads. Though the SDI was never deployed or even fully developed, the Soviet Union viewed it as a major destabilizing system that would eliminate MAD and allow the U.S. to attack without fear of retaliatory strikes. Some historians argue that the threat of SDI caused the Soviet Union to pursue a new arms race that effectively crippled its economy and led to the downfall of communism in Russia.

This bridge must be secured and held.



Get those troops deployed ASAP.

This mission takes place in an urban setting with lots of small structures along with some small forested areas. Therefore, infantry squads are a great choice. In fact, for your initial force, request six anti-tank infantry squads. You also have three trucks you can request for free. Quickly select these units and drop them as close to the east bridge as possible.



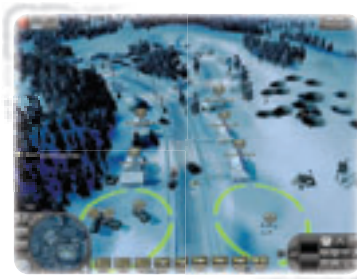
Secure the command points to begin fortifying them.

Once your units are on the ground, send them across the bridge to claim the two command points. Keep all your units on the command points so the fortifications will be constructed faster. Put the trucks on the command point near the woods and all your squads on the other. That allows you to construct machine gun, anti-tank, and anti-air fortifications at this position quickly. Once all three are completed, leave one squad there while the rest head over to the point with the trucks to help finish up the fortifications there.

TIP

The enemy has some helicopters, so if you can get the anti-air fortifications up quick, they will be able to shoot down those air threats.

Place your squads in the houses.



Call in artillery on the newly arrived enemies.

As the Soviets show up, move most of your squads into the houses along the road leading to the bridge. Place three of them in the houses away from the woods so they can engage enemies to the south and east. As soon as you see some Soviet armor to the south, call in heavy artillery barrages on them. Your anti-tank squads can pretty much handle things on their own. They will annihilate any enemy armor that tries to come down the road between the houses to capture the bridge.

Keep one squad on the southern command point as a last defense at the bridge. The trucks are usually fine at the other command point. Spend most of your time calling in artillery strikes. A good tactic is to watch for Soviet transports to drop off units. Follow the parachutes; as they are just about to land, call in heavy artillery barrages. Since it takes a few seconds for the vehicles to get ready to move, by the time they do, the artillery should be dropping right on top of them.



The anti-tank squads in the homes will decimate the enemy armor moving toward the bridge.



Enemy parachutes are great targets for artillery barrages.

Secure and Hold the West Bridge

ORDERS



CAPTAIN BANNON IS HAVING TROUBLE HOLDING THE WEST BRIDGE. MOVE THERE AT ONCE AND ASSIST HIM IN SECURING THE AREA. THEN WITHSTAND THE ENEMY ASSAULT UNTIL THE RUSSIANS RE-FORM DOWN THE CENTER.



Load up the infantry in the trucks to speed them to the other bridge.

You now have to secure the west bridge. Leave a couple of anti-tank infantry squads in the homes by the command points and load up three others into the trucks. Send the loaded trucks to the west bridge. You also have more reinforcements points you can spend. Move your drop zone next to the west bridge and order a couple of Bradleys and a Sheridan light tank. As soon as they land, send them across the bridge to grab the command points so you can start fortifying them.



Meanwhile, drop some reinforcements next to the west bridge and quickly move them across to seize the command points.

TIP

Trucks move faster on the roads. Rather than grouping them together and ordering them to move to the west bridge, select one and, while holding down **Shift**, right-click a series of waypoints so they follow the road. Then order the other two trucks to follow the first (by pressing **I** and then left-clicking on the first truck). This might take you longer to do, but the trucks will arrive at the bridge quicker.



Use the smoke screen ability on your Bradleys and tank to conceal your units in the command points.

Your vehicles start to take enemy fire from the Soviet armor to the north. If necessary, use your smoke screen abilities. It's more important to keep the vehicles intact and in the command points to allow fortifications to be created than it is to use them to destroy enemy units.



Watch out for infantry by the greenhouses. Use Bradleys and artillery to take them out.

Some infantry try to move on your position from the direction of the greenhouses to the west of the bridge. Drop some artillery on them to wipe them out. Otherwise, they will cause a lot of trouble for your vehicles and your anti-tank squads when they arrive. If you don't have any tactical aid points available, don't worry—Bannon will call in a strike on the greenhouses eventually, so keep your units out and away from these buildings.



Call in artillery on the Soviet armor to the north of the bridge.

Once the trucks get to the bridge, unload the squads and send the men across, leaving the trucks behind. Call in artillery to attack enemy units that threaten your forces, and use the vehicles' special abilities to destroy enemy armor. Hold the command points. If you lose units, bring in more Bradleys as reinforcements to help secure this bridge.

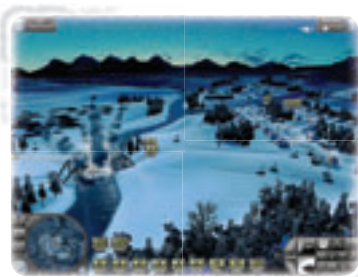
Secure and Fortify the North Bridge

ORDERS



THE RUSSIANS HAVE FINALLY TAKEN THE BAIT AND ARE FOCUSING THEIR ATTACK DOWN THE CENTER OF TOWN. YOU MUST SECURE THE ONE REMAINING BRIDGE WHILE CAPTAINS

BANNON AND WEBB BEAR THE BRUNT OF THE ATTACK. BE WARY OF RUSSIAN VANGUARD AND SCOUT UNITS. THEY HAVE ALREADY SENT SEVERAL AMPHIBIOUS TRANSPORTERS ACROSS THE RIVERS AND ARE USING HELICOPTERS TO LAND INFANTRY UNITS BEHIND OUR LINES.

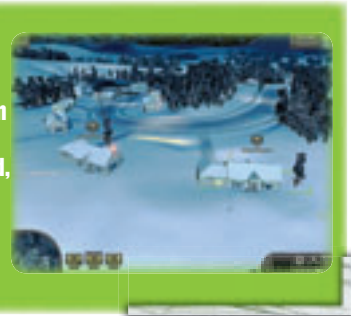


Get your units across the bridges before they are blown.

Once both the east and west bridges have been secured, Colonel Sawyer orders you to withdraw and move to the north bridge. Quickly get all your units across the bridge. Don't forget about the squads back at the east bridge. A timer appears on the screen letting you know just how long you have before the bridges blow. Once your squads are across, load them aboard the trucks and send them along with the rest of your units to the north bridge. Rather than moving through the town, where some Soviet units have already landed, order your units to move through the snow along the river to get to the bridge.

TIP

The two anti-tank squads at the east bridge can take a while to get to the north bridge. However, rather than send them across the east bridge before it is destroyed, move them northeast to lay an ambush for any Soviet units trying to bypass the north bridge.



The Chaparral antiair vehicle will shoot down Soviet helicopters near the bridge.



Position your troops to cover the bridge's south end.

While your units are moving, spend your new reinforcements points on an M48 Chaparral heavy antiair vehicle as well as a Bradley and anti-tank squads depending on your previous losses. Upon arriving at the bridge, unload your anti-tank squads at the southern command point and send the trucks across to claim the northern command point along with the antiair vehicle when it deploys. The Soviets have attack helicopters in the area, and the Chaparral will shoot them down if they approach the bridge. Send your anti-tank squads into buildings near the bridge for cover. Keep your Bradleys on the command point so that it can be fortified.

Hold the North Bridge

ORDERS



THE BRIDGE HAS BEEN SECURED, AND NOW YOU MUST HOLD IT AGAINST THE RUSSIAN ONSLAUGHT. IF THEY TAKE THE BRIDGE YOU WILL BE SURROUNDED AND CUT OFF, AND ALL WILL BE LOST.



Have your artillery wipe out these infantry right after they land.

The Soviets drop infantry into the middle of the town. As soon as you see them arrive, call in precision artillery strikes on their drop zones to eliminate them. Continue calling in tactical aids to help you wipe out concentrations of enemies. If you keep your units right next to the bridge, you can drop artillery barrages all through the middle of town. Replace your losses with reinforcements as needed.

SECONDARY ORDERS: ELIMINATE THE SOVIET RECON SQUAD



A SOVIET RECON SQUAD IS TRYING TO SNEAK THROUGH OUR LINES. DESTROY THEM BEFORE THEY LEAVE THE AREA OR THE COLONEL WILL HAVE TO DIVERT MUCH-NEEDED FIRE SUPPORT TO HANDLE THE MATTER HIMSELF. IF THEY MANAGE TO GET THROUGH, THEY WILL BE ABLE TO SCOUT OUT THE DEFENSES AROUND FORT TELLER ITSELF, AND WE CANNOT ALLOW THIS TO HAPPEN.



Anti-tank squads to the east can kill the recon platoon—if you positioned them for an ambush.

If you left a couple of anti-tank squads on the other side of the river to the east, they can take out the recon squad on their own. Otherwise, you have to move some units to deal with them. Send a Bradley or two north across the bridge and then head east to cover the river. As soon as you see the recon squad approach, call in some artillery or other strikes on it and use your Bradleys to finish them off. Once the enemy vehicles are destroyed, get your Bradleys back into the fight in the town.



Otherwise you need to use Bradleys and artillery to do the job on the river's edge.

Retake the Town Center

ORDERS



THE B52 STRIKE BROKE THE SOVIET ADVANCE, AND NOW IS THE TIME TO COUNTERATTACK. ASSIST WEBB AND BANNON IN PUSHING BACK THE REMAINING ENEMY FORCES, AND RETAKE THE TOWN CENTER BEFORE THE ENEMY REGROUPS.



The B52 carpet-bombs the central street in the town, blowing up a lot of enemy units.



After you hold the north bridge, a B52 strike mops up the Soviets in the center of town. You now have to push south to secure three command points. Bring along your Chaparral for air defense. You have some time, so you don't have to load up your squads. Advance your units to capture the three command points.

Instead, fire artillery at any remaining enemy units in the town prior to advancing. If possible, send a Bradley and a squad to each of the command points to secure them. Also move your drop zone close to this area and call in any reinforcements you might need, depending on your balance of reinforcements points.

Don't worry about putting the anti-tank squads in buildings. You need them to help speed up the fortification process. Be sure to call in tactical aids. You now have access to heavy air support. With this, you can call in an



Lay down napalm south of the command points.

attack right on top of your position since it targets and damages only enemy units. Also drop three lines of napalm to the south of your positions to buy you some time and slow down the enemy advance. The fighting in this area can be fierce, but hold on to those command points at all cost.

Regroup at the High School

ORDERS



REGROUP AT THE HIGH SCHOOL BEFORE CALLING IN THE NUCLEAR STRIKE.



As the main Soviet advance approaches, you are ordered to withdraw your forces from the town. Move all of your units north across the sole remaining bridge and assemble them at the high school. If possible, load up your squads into nearby Bradleys and then get them out of town.



Pull your units back to the high school.

Call In the Nuclear Strike

ORDERS



CALL IN BANNON'S STRIKE COORDINATES TO MISSILE COMMAND. DESIGNATE A POINT IN THE AREA WHERE YOU WANT THE NUCLEAR WEAPON TO HIT.

Historical Sidebar

Nuclear weapons come in all shapes and sizes. Their power is measured in terms of tons of TNT. Hydrogen bombs, the most powerful, use nuclear fusion reactions and can release the same energy as millions of tons of TNT—megatons. The less powerful atomic bombs reach only about 500 kilotons (500,000 tons of TNT). These large-scale nuclear weapons are referred to as "strategic" because they would be used to attack cities or large areas. Smaller weapons were also designed for use on a battlefield. These "tactical nukes" are usually in the tens or hundreds of kilotons, and some—termed "dial-a-yield"—even have a variable output that can be set for the particular use. Tactical nukes were designed to engage enemy units during a battle rather than to wipe out an entire city, and thus to keep the nuclear exchange limited to the battlefield and avoid an all-out nuclear conflagration.



Target Bannon's position as ground zero.

Once your force is across the bridge, you must call in the nuclear strike. Open up the tactical aid menu and select the tactical nuke. Target it on the objective icon near Bannon's location. Once you do that, it is just a short wait for the missile to arrive and wipe out everything in the town.



DEBRIEFING

The Soviet offensive has been halted and their forces in the area around Cascade Falls annihilated. Your successful defense of the town ensured that the secrets of Fort Teller will remain undisclosed. It remains to be seen how the Politburo will react to the nuclear explosion, but it is believed that they will show restraint since the detonation happened in our own country.

Awards Earned

ARMY VALOROUS UNIT AWARD



Your battalion has been given this award to commemorate your extraordinary heroism, uncommon valor, and selfless sacrifice during the defense of Cascade Falls.

DISTINGUISHED SERVICE CROSS



The Distinguished Service Cross has been awarded for extreme gallantry and risk of life in actual combat with the armed forces of the Soviet Union. Due to your extraordinary bravery during the defense of Cascade Falls, where you repeatedly acted above and beyond the call of duty, the Soviet assault was stalled and the secret of Fort Teller is safe.

Mission 06: Seeing the Elephant





SOUTHERN FRANCE

0630 HOURS • TWO MONTHS
BEFORE THE INVASION OF
SEATTLE



PRIMARY OBJECTIVES

- 1 SECURE THE SOVIET FIREBASE.
- 2 CLEAR OUT THE VILLAGE DEFENDERS.
- 3 HOLD THE VILLAGE.

SECONDARY OBJECTIVES

- 1 CLEAR THE VINEYARD.
- 2 SAVE THE AA.
- 3 KILL THE HIDDEN INFANTRY.
- 4 ESTABLISH DEFENSIVE POSITIONS.

STARTING COMMAND

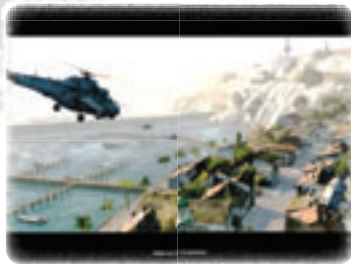
LEOPARD 2A4 HEAVY TANK (3)
CHIEFTAIN MK 5 MEDIUM TANK (3)
CHIEFTAIN AAVR REPAIR TANK

IT IS TWO MONTHS AFTER THE BREAKOUT OF THE WAR IN EUROPE, AND THE RUSSIANS HAVE LAUNCHED AN AMPHIBIOUS INVASION NEAR MARSEILLE. WITH THE HELP OF RECENTLY ARRIVED U.S. TROOPS UNDER THE COMMAND OF COLONEL SAWYER, IT IS HOPED THAT A COUNTEROFFENSIVE WILL BE SUCCESSFUL IN PUSHING THE RUSSIANS BACK INTO THE SEA.

Historical Sidebar

The large gun is the main weapon on a tank. Older tanks used rifled barrels that would spin the shell and impart rotational inertia to improve accuracy. Newer tanks, including the M1A1 Abrams, the T-80 U, and the Leopard 2A4, are armored with smoothbore guns. They fire a newer type of ammunition known as a long-rod penetrator. These penetrator rounds look like darts, with fins for stability and a dense core to increase the weight and subsequent kinetic energy; instead of destroying a tank with high explosives, they literally punch right through a target's armor. The target is destroyed as the penetrator breaks up and flies around the interior of the vehicle, along with pieces of armor, until the remnants hit something volatile such as ammunition or fuel. While this round is more effective against modern armor, it's less effective against nonarmored targets since the rounds go right through and do not break up on impact.

THE FRENCH RIVIERA



During the past missions, you have had command of forces with a lot of infantry and armored transports. However, the war here in Europe is a bit heavier. That means a lot more tanks for engaging enemy tanks. As a result, your tactics must be a bit different.



NOTE

You have been placed in command of a NATO army unit. The units you can request are not the U.S. units you are used to. Instead, you have access to German heavy tanks, British medium tanks, and French and Italian helicopters.

Secure the Soviet Firebase

ORDERS



THE RUSSIANS HAVE PLACED A REMOTE FIREBASE NEAR THE LIGHTHOUSE. YOU ARE TO STRIKE DEEP INTO ENEMY TERRITORY AND DESTROY THIS FIREBASE BEFORE THE ARTILLERY THERE CAN CAUSE ANY MORE DAMAGE. THEN YOU MUST SECURE THE AREA.

This objective has a time limit of only 25 minutes. However, that is more than enough time to complete it. While the artillery survives, it will be used to attack your units, so it does benefit you to go after it as quickly



The enemy comes at you as soon as your tanks land.

as possible. First deploy your forces. Select three Leopard 2A4 heavy tanks, three Chieftain medium tanks, and a repair tank. While it is more expensive than a troop transport that could also repair your tanks, the repair tank can take more damage and can repair faster. Once your force has deployed in the east, organize all your tanks into a single group, with your repair tank in a group of its own. Be ready to engage enemy vehicles immediately as some are headed your way from the west. However, your six tanks will make short work of them.



TIP

While you can request medium and heavy attack helicopters, don't do it during the first part of this mission. They are quite expensive, and the enemy has a lot of anti-air units that will quickly shoot them down.

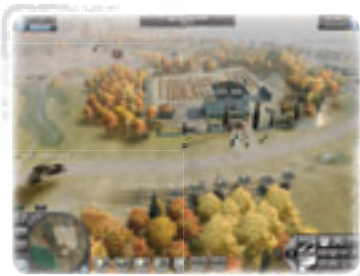


Send your tanks west to the road, and move your repair tank off to hide behind some trees.

SECONDARY ORDERS: CLEAR THE VINEYARD



ON YOUR WAY TO THE LIGHTHOUSE YOU SHOULD CLEAR THE VINEYARD OF RUSSIAN FORCES. THAT WILL ALLOW US TO EXPAND OUR FRONT AND LESSEN THE STRAIN ON OUR SUPPLY LINES.



NATO tanks line up across from the vineyard.



Take down these buildings with the infantry inside.

The vineyard is west of your drop zone. Since you have lots of tanks, use their long-range firepower to your benefit. Send them in line formation so they are all along a ridge across the road north of the vineyard. Order

your group to attack the Soviet tanks first, followed by armored transports and then antiair vehicles. Some infantry in the buildings can be deadly to your tanks if you get in close, so order your tanks to fire on the buildings. If you can't see the infantry, you can target them. However, hold down **[F]** and then left-click on the large house. Your tanks will fire on it until it comes down. Repeat this for the other buildings. Finally, move your tanks in to clear it out and complete the objective.



Advance into the vineyard to clear it out.



As soon as you get some tactical aid points, use them against the Soviet firebase. An aerial recon will let you see what the enemy has there, such as the location of the artillery. Then you can call in strikes. Precision artillery and air strikes are effective against several targets. However, if you use laser-guided bombs, you can specifically target the artillery to ensure destruction with a single strike.

Historical Sidebar

In April of 1949, the North Atlantic Treaty Organization, more commonly known as NATO, was created as a military alliance to deter Soviet aggression and expansion in Europe. The founding members of NATO are Belgium, Canada, Denmark, France, Great Britain, Iceland, Italy, Luxembourg, Netherlands, Norway, Portugal, and the United States. Greece, Turkey, and West Germany joined within six years.

In response to NATO, the Soviets created the Warsaw Treaty of Friendship, Cooperation, and Mutual Assistance, which is better known as the Warsaw Pact. It was formed in 1955 after West Germany was admitted into NATO. In addition to the Soviet Union, this military alliance included East Germany, Poland, Czechoslovakia, Bulgaria, Hungary, and Romania—all of which were Soviet satellite nations with puppet governments that answered to the Soviet Union. While NATO continues to exist today, the Warsaw Pact ended in 1990 after the unification of Germany and the withdrawal of several other member nations.



Clearing out the vineyard expands your drop zone, allowing you to bring in reinforcements closer to your position. However, don't hang around the vineyard for a break. You are directly under the sights of the artillery on the hill, so quickly move out and advance northwest in box formation. As you advance, engage enemy tanks and other vehicles. Order your repair tank to follow one of your heavy tanks—it will advance to the position of your tank group and follow behind it.



Advance across the open area to the northwest, engaging Soviets as you move.

Once your tanks are repaired, advance around the woods and come at the Soviet firebase from the northwest. Before you move into range, call in precision artillery strikes right on top of the closest command point. Once the strike is over, advance just until you can see the first enemy unit and order your tank group to attack. Stay put—the enemy will come at you. If necessary, pull back a bit. To keep your thicker frontal armor facing the enemy, press **[Shift] + [N]** and then left-click where you want your tanks to move while driving in reverse.



Advance on the western command point.



Repair your tanks before continuing the battle.

Continue to a position on the other side of the woods just north of the Soviet firebase. You are safe here from artillery since the enemy can't see you. Take some time to repair your tanks. The repair tank's special ability

is emergency repairs. Press **[E]** and click on a heavily damaged tank. A large amount of damage will be repaired immediately. Then just do regular repairs until all your tanks are in fighting order. The repair tank's other ability is field repairs. Press **[R]** and the repair tank repairs itself and continues to do so until it is attacked or given new orders.

SECONDARY ORDERS: SAVE THE AA

THE RUSSIANS ARE USING OUR OWN ANTI-AIR DEFENSE AGAINST US. RECAPTURE THESE UNITS IF POSSIBLE.

The Soviets have positioned a couple of anti-air units at the southeastern corner of their firebase. If you can keep them safe, they are yours once you control the firebase, and they will come in handy against Soviet helicopters. When calling in artillery and air strikes, be careful not to hit the area where these vehicles are located.



Don't destroy these anti-air units.

TIP

Keep your repair tank following your tank group since a group of Soviet tanks may try to come at you from behind. If you leave your repair tank back, it will be destroyed.

SECONDARY ORDERS: KILL THE HIDDEN INFANTRY

SOVIET INFANTRY UNITS HIDING IN THE FOREST ARE AMBUSHING YOU. USE ANY MEANS NECESSARY TO KILL THEM.



Drop some napalm on the infantry in the woods.

As you advance into the firebase, you receive word from Colonel Sawyer that infantry units lurk in the woods. The secondary objective icons show you their general location. Call in napalm strikes to wipe them out and complete this secondary objective. If the napalm does not do the job, use the WP shell ability of your medium tanks to finish it.

Continue slowly into the base, clearing out one command point after another. Destroy all structures with the attack ground command (F) just in case there are infantry inside. Keep a watchful eye for enemies coming at you from the northwest. The Soviets usually send in groups of three vehicles—a heavy tank, a light tank, and an armored transport. Wipe them out before continuing to clear the firebase. Once you have eliminated all enemy units here, position individual vehicles on the eastern two command points and a bunch of tanks on the western command point facing northwest to repel a Soviet counterattack.



Continue east, clearing out all enemy units.



Place units at all command points to fortify them.

After you have fortified the command points, you are rewarded with two artillery units and an increased maximum for your tactical aid points. You also receive some additional reinforcements points.

Clear Out the Village Defenders

ORDERS



THE RUSSIANS HAVE BUILT NUMEROUS FORTIFICATIONS IN THE VILLAGE. CLEAR THESE OUT TO SECURE THE AREA. AND WATCH FOR INFANTRY HIDING IN THE BUILDINGS. THEY SHOULD BE HANDLED AS WELL.



Bring in some artillery and other reinforcements to the firebase.

Bring in some reinforcements. You get two heavy artillery units for free. In addition, you may have enough points for a medium helicopter. This is a good opportunity to experiment with a helicopter. Scout out enemy positions for your artillery to

fire on, then bring it back to a safe location for the repair tank to fix up any damage it might take. You can now change your drop zone, so you can bring in reinforcements to the old Soviet firebase.

Begin bombarding the village with tactical aids while you move your units into position.



Use your artillery units to bombard structures along your advance to the village.

Your new orders are to clear out the village. There are four command points. However, you do not need to actually move units onto them—only to eliminate any Soviet units and fortifications around each. Now that you have your artillery,

you can do a lot of damage without having to move your units into harm's way. Keep your artillery at the firebase and advance down the hill toward the village. Destroy the structures along the way since many contain enemy infantry. Just like tanks, artillery can be ordered to fire at a spot of ground.



Assign your two artillery units to separate groups. Then you can quickly select an artillery unit and order it to fire at a target.



Enemy helicopters will be shot down by your anti-air units.

Mission 06: Seeing the Elephant

As you advance, lead with your tanks, followed by your antiair units and your repair tank. The enemy may try to attack with helicopters, so if you keep your antiair vehicles nearby, they will deal with the



Artillery from the firebase pounds Soviet fortifications.

threat automatically. Destroy the three large green tents north of the village and move your tanks into this position, facing south. Now call in tactical aid strikes and order your own artillery to attack the fortifications in the village. Your helicopter is great for flying in to spot enemy units. Just be sure to stay in control of it while over the enemy so you can pull it back if it is attacked. Clear out the three command points in the west first, then bring your units into town, including your artillery, which you can position on the docks. Then wipe out the Soviets at the eastern command point to complete this objective.



Your artillery units have a long range and can hit anywhere in the village from the firebase.

SECONDARY ORDERS: ESTABLISH DEFENSIVE POSITIONS



THE RUSSIANS ARE PREPARING TO COUNTERATTACK THE VILLAGE; YOU HAVE A LIMITED AMOUNT OF TIME TO PREPARE YOUR DEFENSES. YOU WILL HAVE TO CHOOSE

BETWEEN FORTIFYING MANY POINTS LIGHTLY OR PUTTING YOUR EFFORT INTO A FEW WELL-DEFENDED STRONGPOINTS. YOU MUST ERECT AT LEAST ONE FORTIFICATION AT THREE OF THE MANY POSITIONS AROUND THE VILLAGE.

After taking control of the village, you have only three minutes before the Soviet main force attacks. There are five command points you can move units to and construct fortifications on. While you only have to do this at three for the secondary objective, it is a good idea to secure all five. The only one with a nearby threat is the point along the road in the east. Use your artillery to take out the bunker with the infantry inside.



Move units to the command points so that fortifications can be constructed to help defend the village.

You have some more reinforcements points, so request a heavy tank if you can afford it. After the fortifications are complete, you do not need to hold these positions. Instead, pull back to two main locations. Position some tanks to cover the eastern flank near the coast and the rest at the crossroads north of the village. Leave the two positions along the roads outside of the village to fend for themselves. This allows you to concentrate your forces closer together.

Hold the Village

ORDERS



THE RUSSIANS ARE MOUNTING A LARGE COUNTERATTACK AGAINST THE VILLAGE. HOLD OUT FOR AS LONG AS IT TAKES.



Napalm creates a wall of flames that halts the enemy.

This all-out attack can be very tough on your force. The enemy comes at you in small groups to begin with, probing your positions to see what you have. Then when you think you have repelled them, the large attacks come from the

north and east. If necessary, pull all your tanks back to the command point in the village center. You can also call in reinforcements right into the village itself.



Pull back to the center of the village to concentrate your forces around the command point.



As you pull back, call in artillery and air strikes on the enemy at the edges of the village.

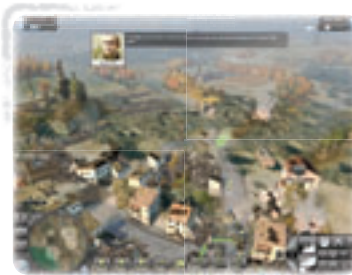
fire as you reposition your tanks. Don't group them too close if you pull them back since the enemy is also firing artillery, and you don't want a couple of lucky shots to cause serious damage to your force.



The Soviets fire artillery at you as well.



If you start running out of units, one of the tactical aids allows you to drop in Airborne Legionnaires, who can move into buildings once they land and help fight off the enemy. These infantry units can also call in artillery strikes of their own.



There might not be much of a village left at the end, but at least it is your village.

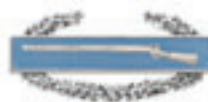
You must hold only a single command point in the center of the village. Use the buildings for cover and position your tanks along the roads leading to this point. Once you have fought off the main Soviet assault, they pull back, leaving the village to you.

DEBRIEFING

The first attack of the NATO counteroffensive in southern France has proven a resounding success. Due to your efforts the Soviet forces have been pushed back several kilometers. Now is the time to reinforce that success and continue the attack until the Russians have been defeated.

Awards Earned

COMBAT INFANTRYMAN BADGE



This badge is awarded for a recipient who is personally present and under hostile fire while serving in a unit actively engaged in ground combat with the enemy during operations in southern France.

ARMY COMMENDATION MEDAL



This medal is awarded for heroism in combat against the Soviet Union. Due to your actions, the initial battle of southern France was won and the offensive could proceed as planned.

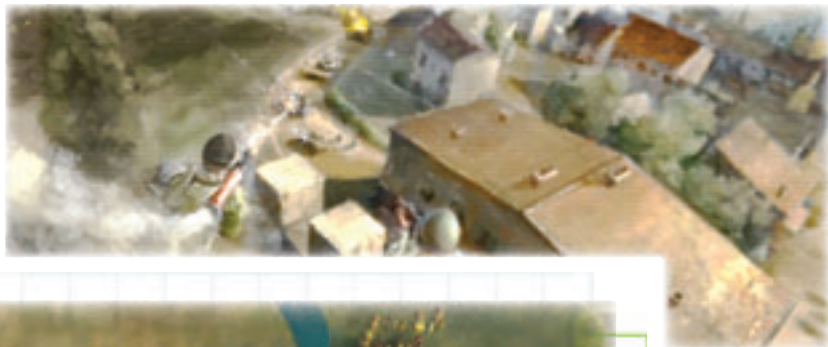
Mission 07: Deep Strike





SOUTHERN FRANCE

1300 HOURS • SEVEN WEEKS
BEFORE THE INVASION



PRIMARY OBJECTIVES

- 1 SECURE THE BRIDGES.
- 2 PROTECT THE BRIDGES.
- 3 CLEAR OUT THE TOWN DEFENDERS.
- 4 DESTROY THE ENEMY HEADQUARTERS.
- 5 DEFEND THE BRIDGES.

SECONDARY OBJECTIVES

- 1 THE CHURCH MUST STAY UNHARMED.
- 2 DESTROY THE ENEMY MORTARS.
- 3 CAPTURE OR DESTROY THE MLRS.

SUGGESTED STARTING COMMAND

INFANTRY SQUAD
ANTI-TANK INFANTRY SQUAD (2)
CHIEFTAIN MK 5 MEDIUM TANK
FU432 MORTAR CARRIER MEDIUM
ARTILLERY
D90 TROOP TRANSPORT
PAH-1 SCOUT HELICOPTER

THE COMBAT TEAM LED BY COLONEL SAWYER HAS BEEN TASKED WITH STRIKING AT THE HEADQUARTERS OF THE ENTIRE SOVIET DIVISION BEFORE THE FINAL PHASE OF THE OFFENSIVE BEGINS. RECAPTURE THE TOWN, FIGHT YOUR WAY TO THE TOP OF THE HILL, AND DELIVER A CRIPPLING BLOW TO THE SOVIET OCCUPATION FORCE BY DESTROYING THAT HQ.

THE SOVIET HEADQUARTERS



The Soviets have set up their headquarters in the church at the western end of this town. Once again you command a NATO force. Fight your way through the town to capture the enemy HQ.



ORDERS



START YOUR ASSAULT BY SECURING THE TWO BRIDGES. CLEAR OUT ALL ENEMY DEFENSES, MOVE ACROSS, AND THEN FORTIFY THE BRIDGEHEADS.

Your deployment area is along the map's eastern edge. Select a drop zone due east of the southern bridge. You have quite a few command options—in addition to infantry units and tanks, you can request a medium artillery unit and a scout helicopter. Since you have to destroy fortifications as well as engage enemy infantry hiding out in buildings, the scout helicopter and medium artillery make a good pair. Flesh out your squad with a medium tank, a troop transport for repairs, a couple of anti-tank squads, and an infantry squad to help deal with the enemy infantry.



Drop your force in near the southern bridge. Since it has buildings your infantry can use for cover, take this bridge first.

SECONDARY ORDERS: THE CHURCH MUST STAY UNHARMED



THE TOWN CHURCH WAS BUILT BY CISTERCIAN MONKS IN 1123 AND IS COUNTED AMONGST THE NATIONAL CULTURAL TREASURES OF FRANCE. DEMONSTRATE YOUR RESPECT FOR YOUR ALLIES BY ENSURING THAT THE OLD STONE BUILDING REMAINS INTACT THROUGHOUT THE ENGAGEMENT.

Although you are nowhere near the church to begin with, be careful when calling in tactical aid strikes or using artillery around the Soviet headquarters. You can't damage the church if you want to complete the secondary objective.

TIP

The scout helicopter is fast and great for reconnoitering ahead of your force. Its special ability is the IR (infrared) scan. When this ability is activated, the helicopter can detect enemy units hidden in smoke, forests, and—important for this mission—buildings. Use this helicopter for locating enemies, then call in either mortar fire from your medium artillery unit or tactical aid strikes. The scout helicopter can also engage enemy infantry and vehicles. Just watch it closely while in combat and pull it back for repairs if it takes damage.



Historical Sidebar

The PAH-1 scout helicopter is the military variant of the BO 105 and was used by Germany and other countries worldwide. Because of its hingeless rotor, the PAH-1 can perform complete rolls and loops, making it one of the most maneuverable helicopters and an excellent scout.





The medium artillery unit is great for taking out fortifications.



The scout helicopter is great as a spotter for air strikes. Use tank buster attacks to clear out the mortars.

As you begin your advance on the bridge, Colonel Sawyer informs you of some enemy mortars southwest of your position. There is no way you can get your ground units to this position, so send your scout helicopter. To keep it safe, send it along the southern map edge over the woods to the south of the town. As you get a visual on the mortar units and their tank escorts, call in some tank buster attacks. Line up the strikes so

you can destroy several units with each strafing run. Once the mortars are destroyed, you do not have to worry about them firing on your units as you continue to assault the bridge.



Advance your squads into the buildings by the bridge.

Advance to take control of the first command point on the southern bridge.

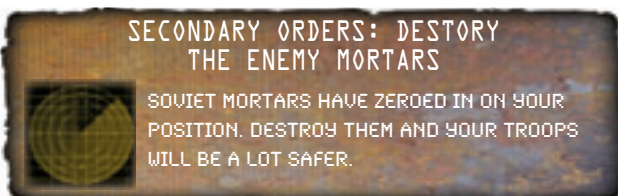


Once your force is on the ground, get moving. Send the scout helicopter forward just enough to locate the fortifications around the command points near the southern bridge. Order your medium artillery unit to fire on the fortifications until they are all destroyed. Meanwhile, advance your anti-tank squads to the buildings just east of the command point so they are in position to attack any vehicles the Soviets send to help defend the bridge.

Concentrate on the southern bridge first. Once the fortifications around it are destroyed—at the command points on either side of the bridge—move some units in to take control. Send the tank and an anti-tank squad across the bridge to secure the far side while the troop transport and another squad take control of the near side. While waiting for the fortifications to be constructed, use your scout helicopter and medium artillery unit to eliminate the fortifications around the northern bridge.



Fortify the southern bridge before going after the northern bridge.



SOVIET MORTARS HAVE ZEROED IN ON YOUR POSITION. DESTROY THEM AND YOUR TROOPS WILL BE A LOT SAFER.



Position some units to defend the southern bridge.



Position your defenses on the western side of the bridges.

Even though you have captured the bridges, you still have to keep them from falling back into Soviet control. Captain Bannon's company will send some units to help protect them. However, as you advance to the next objective, keep your units ready for enemies heading to the bridges. They usually move along the roads from the church toward the bridges, so keep a couple of anti-tank squads ready to deal with them—one near each bridge.

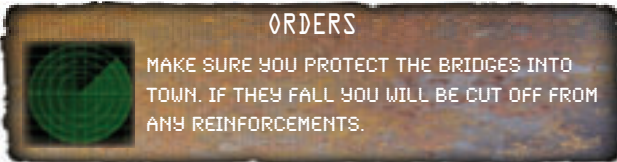


Then send the rest of your force to get the northern bridge.

After the southern bridge is fortified, you receive some reinforcements points. Get another medium tank and more anti-tank squads if you can afford it. Use these units as well as some from the southern bridge to secure the

northern bridge. Keep a tank and some infantry on the west side of the southern bridge to protect it from being recaptured by the Soviets. Once you have fortifications at both bridges, this objective is complete.

Protect the Bridges



ORDERS

MAKE SURE YOU PROTECT THE BRIDGES INTO TOWN. IF THEY FALL YOU WILL BE CUT OFF FROM ANY REINFORCEMENTS.

Clear Out the Town Defenders

ORDERS

IN ORDER TO REACH THE CHURCH YOU HAVE TO CLEAR OUT THE TOWN DEFENDERS FIRST. DO THIS, STRONGPOINT BY STRONGPOINT, UNTIL ALL OPPOSITION HAS BEEN DEALT WITH.



You must clear five of these strongpoints.

Before you can get to the headquarters, you need to clear out the five enemy command points in the town. All you have to do to clear a command point is eliminate all nearby Soviets and then move a unit onto

the position. Once it is cleared, you do not have to defend it and can concentrate on the remaining strongpoints.

SECONDARY ORDERS: CAPTURE OR DESTROY THE MLRS

AN MLRS UNIT IS FIRING ON YOUR MEN. IT COULD BE PUT TO GOOD USE IF YOU MANAGE TO CAPTURE IT.



The Soviets have a couple of heavy artillery rocket launchers in the northwest. They continue to fire on your positions until you eliminate them. You could call in an air strike to take

them out, but they are much more valuable captured so that you can use them against the enemy. Set up some defenses at the south bridge, and then send your tanks along the northern road. There is one strongpoint on this road—west of the northern bridge. Order your medium artillery unit to fire on the fortifications once they have been located by the scout helicopter. You can also use tactical aids to clear this spot.



Clear out this northern strongpoint.



Advance toward the MLRS artillery and eliminate those units protecting it.



You can now use these artillery units against the Soviets.

Historical Sidebar

The LARS 110 SF 2 carries 36 110mm rockets, which can be fired in a single salvo within 18 seconds. The rockets have a range of 25 kilometers. The purpose of this type of artillery system is to saturate an area with destruction within a short amount of time. After firing in an actual combat situation, artillery units such as the LARS 110 SF 2 would quickly redeploy to another location in order to avoid enemy counter-battery fire.

Rush your tanks forward once it is clear. Keep the scout helicopter nearby to engage enemy infantry you may encounter. Clear this strongpoint by moving onto it and eliminating any remaining enemies. Then send your tanks west up the rise north of town toward the enemy artillery. It is defended by light tanks and some infantry. Destroy all of these units, but be careful not to hit the artillery. Once the defenders are gone, you gain control of the artillery for yourself. As in the previous mission, assign each to its own group so you can quickly call in strikes with them.

Use your new artillery to wipe out infantry hiding in buildings and the fortifications around the strongpoints.



Then move in your tanks to claim the area as clear.

Now clear out the four remaining strongpoints. The one closest to the artillery is the best place to start. Use your new artillery to clear out enemies and destroy the fortifications so your tanks can roll right in. Don't forget to

use your tactical aids. You can call in a carpet-bomb strike, which will hit a large area—just make sure your units are out of the way. Clear out the two central strongpoints and then go for the last one in the south.



Carpet-bomb the central strongpoints to cause lots of damage.



Finally, clear the southern strongpoint.



You should clear out all of the infantry in town. Locate them with the scout helicopter and demolish the buildings in which they are hiding with artillery.

Destroy the Enemy Headquarters

ORDERS

THE MAIN ALLIED OFFENSIVE IS ABOUT TO BE LAUNCHED. YOU MUST SECURE THE RUSSIAN HEADQUARTERS WITHIN THE ALLOTTED TIME FOR OUR MISSION TO BE SUCCESSFUL.

The enemy HQ awaits. To complete this objective, you must take control of the three command points around the church. Each has fortifications that must first be destroyed. Since you don't want to harm the church, call in laser-guided bomb attacks on the fortifications or use your scout helicopter and tanks to destroy them. Do not use artillery—it is not accurate enough to avoid hitting the church. Once the fortifications are gone, move units onto each of the command points to finish off the Soviet headquarters.



Laser-guided bombs can take out the fortifications without damaging the church at all.



Finish off any remaining fortifications and claim all three command points.

Defend the Bridges

ORDERS

THE SOVIETS HAVE LAUNCHED A SURPRISE ATTACK ON THE BRIDGES. IF THEY FALL YOU WILL BE SURROUNDED AND DESTROYED. YOU MUST PREVENT THIS FROM HAPPENING.



The Soviets are on their way.



There are some friendly tanks to the east of the bridges, but don't expect them to do much to stop the assault.

points for capturing the HQ, drop some more anti-tank squads in the town. Be sure to change your drop zone. Finally, send all your units in the western part of the map, except for your artillery (which can remain in place), to the bridges to help defend them.

Place napalm right along the river's east bank.



Call in napalm strikes right along the eastern side of the river. This halts the enemy attack. Then order your artillery units to fire on the waiting enemies. Your units should be fine defending on their own once you have them positioned.

Expect to lose some. You must concentrate on calling in tactical aid strikes and giving orders to your artillery. Keep up the destruction and you will prevent the enemy from taking back the bridges.



Use your artillery to the northwest to rain down rockets on the enemy.

Keep calling in tactical aid strikes and artillery until the Soviet attack has been halted.



Don't worry if the Soviets take control of the eastern command points. They only win if they can build fortifications on both sides of the river—and to do that they must have the command points on the western bank as well. Your anti-tank squads will prevent that.

DEBRIEFING

Colonel Sawyer's gambit has paid off and you destroyed the Soviet headquarters despite taking great risks. Remaining Soviet forces will have a hard time putting up a coordinated defense when the final phase of the NATO offensive is launched. France will be liberated within a week.

Awards Earned

ARMED FORCES EXPEDITIONARY RIBBON



The Armed Forces Expeditionary Ribbon has been awarded for meritorious conduct in combat operations on foreign soil against the Soviet Union.

LEGION OF MERIT



This honor is awarded for exceptionally meritorious conduct during the NATO offensive against the Soviet Union in southern France. Despite personal risk of life you acted with merit while conducting the final assault on the Soviet divisional command post.

FRENCH CAMPAIGN RIBBON



You receive this ribbon for the successful conclusion of combat operations aimed to end the Soviet occupation of southern France.

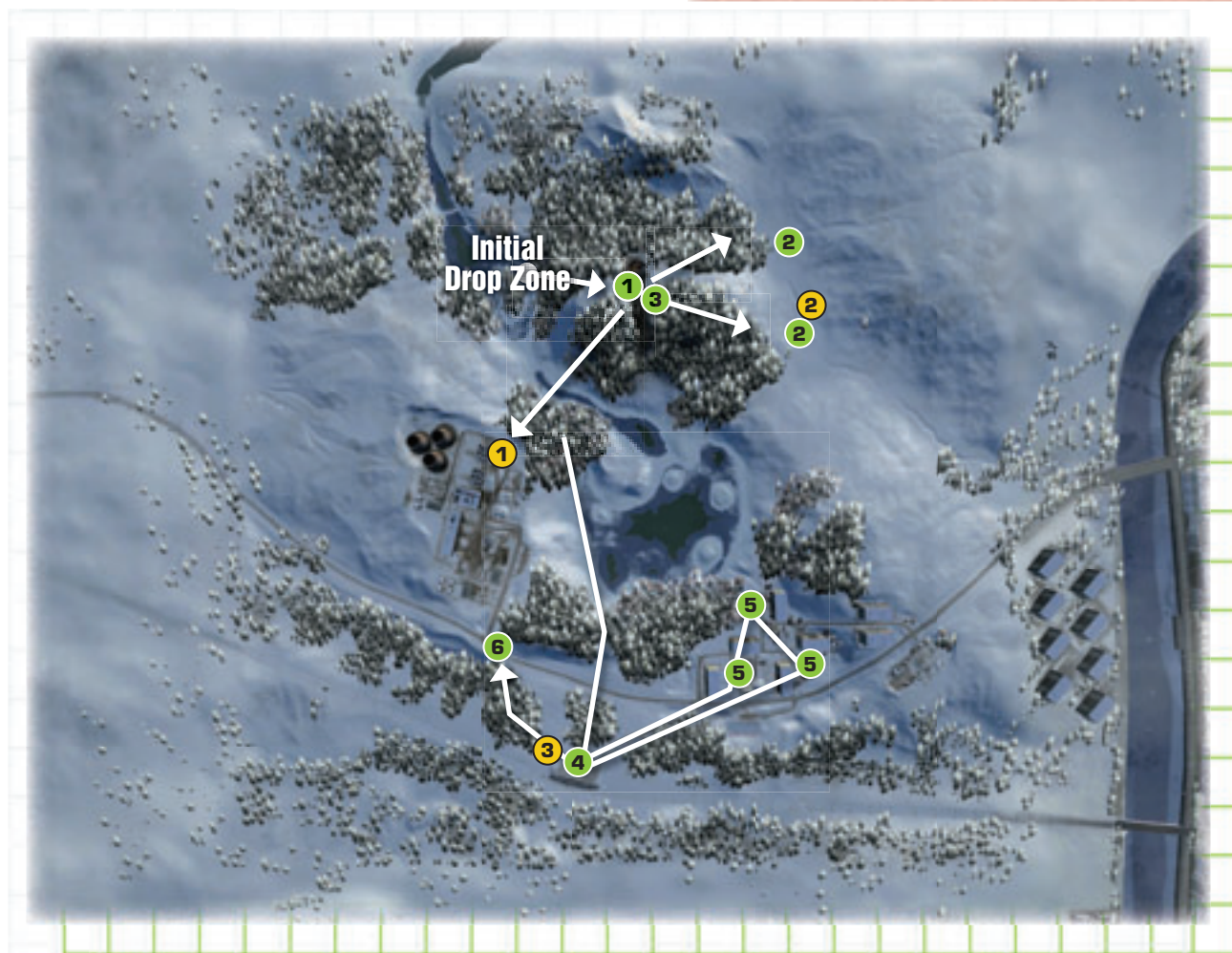
Mission 08: Beyond the Iron Curtain





NEAR MURMANSK

0900 HOURS • TWO WEEKS
BEFORE THE INVASION



PRIMARY OBJECTIVES

- ① SECURE THE CRASH SITE.
- ② DESTROY THE AA.
- ③ HOLD THE CRASH SITE.
- ④ SECURE THE TRAIN STATION.
- ⑤ SECURE THE APARTMENT COMPLEX.
- ⑥ CLEAR THE EXTRACTION ROUTE.

SECONDARY OBJECTIVES

- ① DESTROY THE POWER PLANT.
- ② ASSIST BANNON.
- ③ HOLD THE TRAIN STATION.

STARTING COMMAND
AIRBORNE INFANTRY SQUAD (4)

A PROTOTYPE STEALTH PLANE HAS CRASH-LANDED ON THE KOLA PENINSULA NOT FAR FROM MURMANSK. IT IS CARRYING VITAL INTELLIGENCE INFORMATION, AND THE WRECKAGE MUST NOT FALL INTO ENEMY HANDS. YOUR MISSION IS TO INFILTRATE RUSSIA TO RETRIEVE THE INTELLIGENCE PACKAGE, RESCUE THE PILOTS, AND DESTROY WHAT REMAINS OF THE AIRCRAFT.

RESCUE AND RECOVERY



This mission takes you onto Russian soil. You command NATO units once again. Since you are behind enemy lines, expect a lot of resistance. Your main goals are to recover the intelligence collected by the stealth aircraft and to rescue the crew. Along the way, you have additional objectives to complete.

Secure the Crash Site

ORDERS



WE NEED TO ESTABLISH A PERIMETER AROUND THE CRASH SITE ASAP. LEAD THE RANGERS THERE, CLEAR OUT ANY RUSSIAN FORCES, AND SET UP DEFENSIVE POSITIONS. REMEMBER TO USE THE WOODS TO YOUR ADVANTAGE AS YOU INFILTRATE THE AREA.



The crash site is east of your starting position.

This mission begins with you in command of four airborne squads. These elite infantry are superior to regular infantry squads. Organize them into two groups of two squads each and send them into the woods to the east. The crash site is in a clearing in the middle of these woods. Along the way you come across Soviet infantry. Order your squads to take them out, then continue pushing toward the target.



Move through the woods toward the command point.

As you approach the command point, stay in the woods. The enemy has armored transports, troop transports, and infantry in this area. Rather than engaging them on your own, use the airborne infantry's special ability—direct artillery. Each squad can call in an artillery strike. The only downside is that the squad must be fairly close and able to see the target location in order to call the strike in. Advance to the edge of the woods and start calling in artillery. Concentrate on the vehicles first since your squads can deal with any infantry who survive. Once the area is clear, move your squads onto the command point to secure the crash site.



Call in artillery on the enemy vehicles.



TIP

If you have several airborne squads selected, you can hold down **E** and then left-click as many times as you have squads selected to call in artillery strikes one right after another.



Rush onto the command point to complete your first objective.

Destroy the AA

ORDERS



THOSE AA GUNS MUST BE DESTROYED BEFORE WE CAN FLY IN ENGINEERS AND REINFORCEMENTS. WE RECOMMEND YOU USE THE RANGERS TO CALL IN ARTILLERY ON THE RUSSIAN UNITS.



Move east through the woods toward the Soviet AA units.

Before you can bring in reinforcements, you must eliminate a couple of AA guns. Be careful. If you lose your airborne infantry, the mission is over. The AA units are to the east.

Send one group of your infantry after each one. Be sure to stay in the woods and engage every unit of enemy infantry you come across before continuing on.



The antiair units are protected by infantry.



There is no time limit on taking out the AA guns, so move your troops cautiously through the woods. If you lose them, there is no way to replace them until after the AA guns have been destroyed.

The AA units are past the woods, out in the open snow. You must move your airborne infantry almost to the edge of the woods to call in artillery strikes. It only takes one strike on each AA unit to destroy them. Once this is accomplished, be ready for additional infantry units and vehicles that might arrive. Stay in the woods to engage them.



Artillery will do the job.



The engineers can now fly in to do their job.

Historical Sidebar

Every military has its elite units. The U.S. Army's elite are the Airborne Rangers. The rangers are a light infantry unit that can be deployed anywhere in the world within 18 hours, making them the equivalent of modern-day minutemen. They are trained to operate behind enemy lines to secure objectives with only the weapons and equipment that they parachute or airlift in. During normal combat operations, rangers are specially trained to capture airfields to allow other units to be brought in by air. They also perform special operations missions such as raids and rescues. The 1st, 2nd, and 3rd Ranger Battalions form the 75th Ranger Regiment, which is headquartered at Fort Benning, Georgia.



Hold the Crash Site

ORDERS



NOW THAT YOU'VE SECURED THE AREA YOU NEED TO HOLD IT UNTIL THE ENGINEERS CAN COMPLETE THEIR TASKS. THEY WILL SEARCH THROUGH THE WRECKAGE FOR THE CAMERA

AND ITS FILM AND THEN PREPARE WHAT REMAINS FOR DEMOLITION.



Bring in some anti-tank squads to deal with the Soviet attacks.



Get those command points fortified so you have some help defending them against the enemy.

Your new orders are to return to the crash site and hold it against enemy attack while the engineers work on the crash. You must take control of three command points near the crash site. In addition, you have received some reinforcements

points and can drop reinforcements right in the clearing in the middle of the woods. Request all anti-tank squads and divide them up between the command points. Once all three points are secured and occupied, fortifications begin to go up. While it is usually best to keep your infantry in the woods, two of the command points are out in the open. Place your infantry out in the open for those points so you can get the fortifications built as quickly as possible. Then the fortifications will help you defend. The Soviets send infantry as well as armored transports and troop transports to try to capture the command points from you. The anti-tank squads make short work of the enemy vehicles while your airborne infantry deals with the enemy infantry.

If you need some more airborne squads, call them in with tactical aid points.



TIP

Along with your reinforcements points, you have been given five free transport trucks. However, they will only get shot up while defending the crash site, so don't request them just yet.

SECONDARY ORDERS: DESTROY THE POWER PLANT

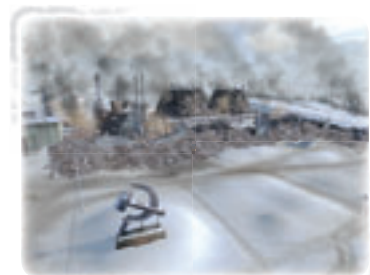


THE POWER PLANT CONSTITUTES AN EXCELLENT STRATEGIC TARGET. ITS DESTRUCTION WOULD CAUSE POWER SHORTAGES IN THE ENTIRE REGION AND BE A SEVERE BLOW TO THE SOVIET INFRASTRUCTURE.



Move one or two airborne infantry squads to the power plant.

This secondary objective has a four-minute time limit. However, that is plenty of time. Although you receive this objective shortly after you are ordered to secure the crash site, you can get your reinforcements ordered and your troops in position first. Once the anti-tank units arrive, send a couple of the airborne squads rushing down to the woods just north of the power plant. Once there, call in two artillery strikes on the small building designated by the objective icon. The artillery strikes destroy this building and set off a chain reaction that blows up the entire power plant.



Call in artillery on the small green building; when it is destroyed, it takes out the rest of the power plant.



Rather than sending two airborne squads down to the power plant, use the tactical aid menu to call in some airborne squads. These do not cost reinforcements points and will be delivered within 35 seconds—right next to the target. Then use these two new squads to blow up the power plant.

SECONDARY ORDERS: ASSIST BANNON



BANNON NEEDS HELP FIGHTING OFF THE RUSSIAN CHOPPERS. SEND ANY AA YOU HAVE TO HIS POSITION AND CLEAR THE SKIES.



Bannon's company is in trouble.

Bannon's tanks east of the crash site have come under attack by Soviet helicopters. You must eliminate this threat for Bannon since he does not have any anti-air units. You could have called in an anti-air vehicle with your reinforcements, but use your tactical aids instead. Wait until you have 30 tactical aid points, then call in three air-to-air strikes. Position them in a triangle right over Bannon's position so you take out all three enemy helicopters. You could send in a single strike as soon as you get this objective, but then you'd have to wait another 30 seconds for it to recharge. By waiting until you have more TA points, you can get rid of all enemy helicopters at one time. Of course, don't expect to get much thanks from Bannon.



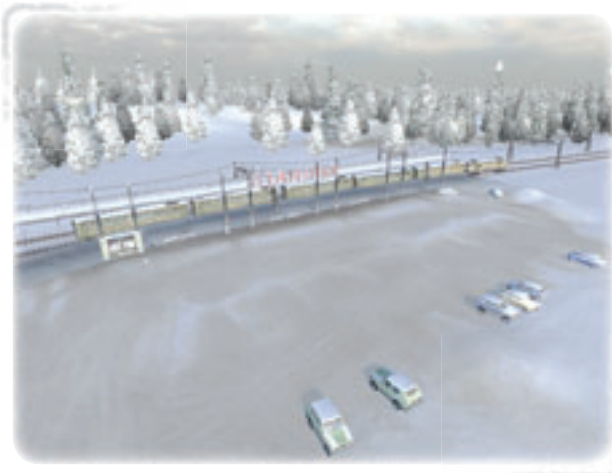
Call in three air-to-air strikes to increase the likelihood of hitting the enemy helicopters—they move around a lot. If they are not in the strike radius, they will not be shot down.

Search the Train Station

ORDERS



WE HAVE INFORMATION THAT THE DOWNED PILOTS ARE BEING HELD SOMEWHERE CLOSE BY. SEARCH THE TRAIN STATION FIRST. TIME IS BECOMING AN ISSUE, THOUGH, SINCE A LARGE ENEMY RAPID-RESPONSE FORCE IS ON ITS WAY FROM THE NEARBY CITY.



The downed pilots may be at the train station.

Your next objective is to head to the train station and secure it so you can search for the pilots. The station is located at the far southern edge of the map. You have been informed that a large Soviet force is headed your way. You have to find the pilots and get out of the area within 35 minutes.



Colonel Sawyer has called in a napalm strike to burn a path through some woods for you. If you have any vehicles, this gives you a straight shot at the train station.





Infantry head south to look for the pilots.

Organize all of your infantry units and send them south. Keep them together in a larger group for mutual support. The anti-tank squads can handle enemy vehicles while your airborne squads deal with infantry. Move through

woods as much as possible. Send the squads to the edge, and once all are there, order them to move to the next woods. To get them under cover as quickly as possible order them to sprint.



You can order five truck transports for free. These are useful for getting squads quickly across the wide-open area in the center of the map. However, your troops are very vulnerable while loaded in the trucks. If a truck is destroyed,

the infantry inside are killed. When using trucks, be ready to unload your troops at the first sign of nearby threats.



Rally in these woods.

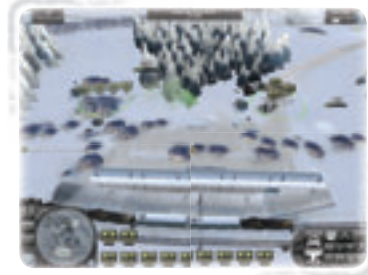


Tank buster attack runs will help clear out a lot of the enemy armor.

When your troops get to the woods where Sawyer called in the napalm, halt and let your units regroup. Clear out any infantry in these woods in preparation for the next movement. Order all your troops to move to the woods just north

of the train station. As they move and reveal enemy units, call in tank buster strikes on the Soviet armor to clear the area. Your anti-tank units can deal with the rest. Use your airborne squads to call in artillery strikes on each of the remaining fortifications to clear them out. Then divide up your troops so that you have both anti-tank and airborne squads on each command point to secure them and start fortifying these positions. Soviet units arrive to try to take them back, so be ready.

After you take control of the train station, you can use it as a drop zone. Call in some reinforcements if you need them. Select a medium anti-air vehicle if you can afford it—it can come in handy against enemy helicopters.



Move onto the command points to secure the train station.

Search the Apartment Complex

ORDERS



THE PILOTS ARE BELIEVED TO BE HELD SOMEWHERE IN THIS APARTMENT COMPLEX. THE BUILDINGS NEED TO BE SEARCHED ONE BY ONE UNTIL THE PILOTS ARE LOCATED AND RESCUED.

THE RUSSIAN RAPID-RESPONSE FORCE IS NOT FAR OUT. WE MUST FINISH THE SEARCH BEFORE IT ARRIVES.

SECONDARY ORDERS: HOLD THE TRAIN STATION

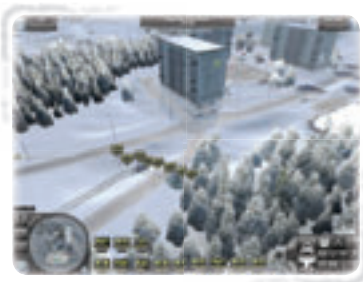


HOLD THE TRAIN STATION TO ENSURE THAT YOU CAN DROP REINFORCEMENTS THERE. IF THE RUSSIANS TAKE CONTROL OF THE AREA, YOU WILL HAVE TO REINFORCE AT THE CRASH SITE UNTIL YOU RECAPTURE THE TRAIN STATION.



Defend the train station with just a few units.

Soviets going for this position. Plus the fortifications at the command points will add their firepower.



The majority of your force heads to the apartments. By taking a large group, you will easily overwhelm the opposition the Soviets send at you in pieces.



Soviet choppers are your main threat.

Meanwhile, organize the rest of your units into one group and send them east toward the apartment complex. Along the way and once you are there, you are attacked by infantry, armored transports, and helicopters. If you have an anti-air vehicle, it can help protect you against the helicopters. Otherwise, call in air-to-air strikes against these flying threats.

It is important that you hold the train station. All of the attacks against it come from the west, so position an anti-tank squad and an airborne squad in the woods just west of the train station and they can eliminate any

To search the apartments, you must move to the command point and stay there. A counter at the top of the screen lets you know the progress of the search as your troops move through the building looking for the pilots. While you are waiting, order your units to attack nearby enemies. Since the pilots are not being held in the first apartment building, move to the new command point that appears and resume the search. This is another failed search, so head to a third command point. After a search, you find the pilots. However, that rapid-reaction force is still on its way.



Search each apartment in turn to find the pilots.

Clear the Extraction Route

ORDERS



THE PILOTS HAVE BEEN RETRIEVED, AND NOW WE ARE GOING TO EXTRACT YOU FROM THE AREA. BUT THE PREPLANNED ROUTE HAS BEEN BLOCKED BY A SOVIET COMBAT GROUP. CLEAR IT OUT AND SECURE THE EXTRACTION ROUTE, AND DO IT BEFORE THE LARGER RAPID-RESPONSE FORCE CATCHES UP WITH YOU.



Tank busters help clear out the enemy vehicles around the command points.

It is now time to get out of this area. Order your group that searched the apartments to head back to the train station. Meanwhile, send your defending infantry squads northwest toward the command points defended by the Soviets. Just

move close enough so that you can see the tanks defending the position. Call in some tank buster attacks so that you can wipe out as many of the enemy tanks as possible.

DEBRIEFING

Overcoming intense enemy pressure, you managed to retrieve both the camera film and the downed pilots. That film contains some interesting intelligence regarding the Russian Navy. In all probability you will soon take part in another attack in the area.

Awards Earned

RANK INSIGNIA: 1ST LIEUTENANT



Due to the promise you show as an officer and leader of men you have been promoted to the rank of 1st Lieutenant in the United States Army.

JOINT SERVICE COMMENDATION MEDAL



You receive this medal for exceptional heroism during operations undertaken within the Soviet Union. Due to your actions, the difficult operations to rescue the downed pilots and salvage important intelligence could be completed.

Historical Sidebar

The Truman Doctrine was the United States' first official response to the Soviet Union in the early days of the Cold War. During the Greek Civil War, which began following WWII, Communist insurgents tried to overthrow the Greek monarchy. President Harry Truman, fearing Soviet expansion into Greece and then on to the Middle East, declared a policy of "containment" that stated that the United States would aid free people throughout the world who were in danger of falling under the influence and control of Communism. In other words, the U.S. recognized the Soviet Union's sphere of influence in Eastern Europe but would not allow it to spread to other parts of the world. For the next half century, many wars throughout the world, particularly in third world countries, would be supported by both the United States and the Soviet Union. The two superpowers would supply weapons, equipment, and even advisors in order to fight one another by proxy. Though the U.S. and Soviets never fought each other directly, these small wars argue that the Cold War was not always cold.



Call in artillery on the fortifications.



Advance onto the command points.

Get all of your units into the woods as one large group and use the airborne infantry to call in artillery strikes on the Soviet fortifications while your anti-tank squads clear out any remaining enemy vehicles. Once it is

clear, move all of your units onto the two command points so that fortifications will be constructed. Enemy helicopters attack your squads. Call in air-to-air strikes with your tactical aid points to shoot down these air units before they cause too much damage to your force. Once you have constructed fortifications at each command point, the mission is a success and your troops are extracted to safety.



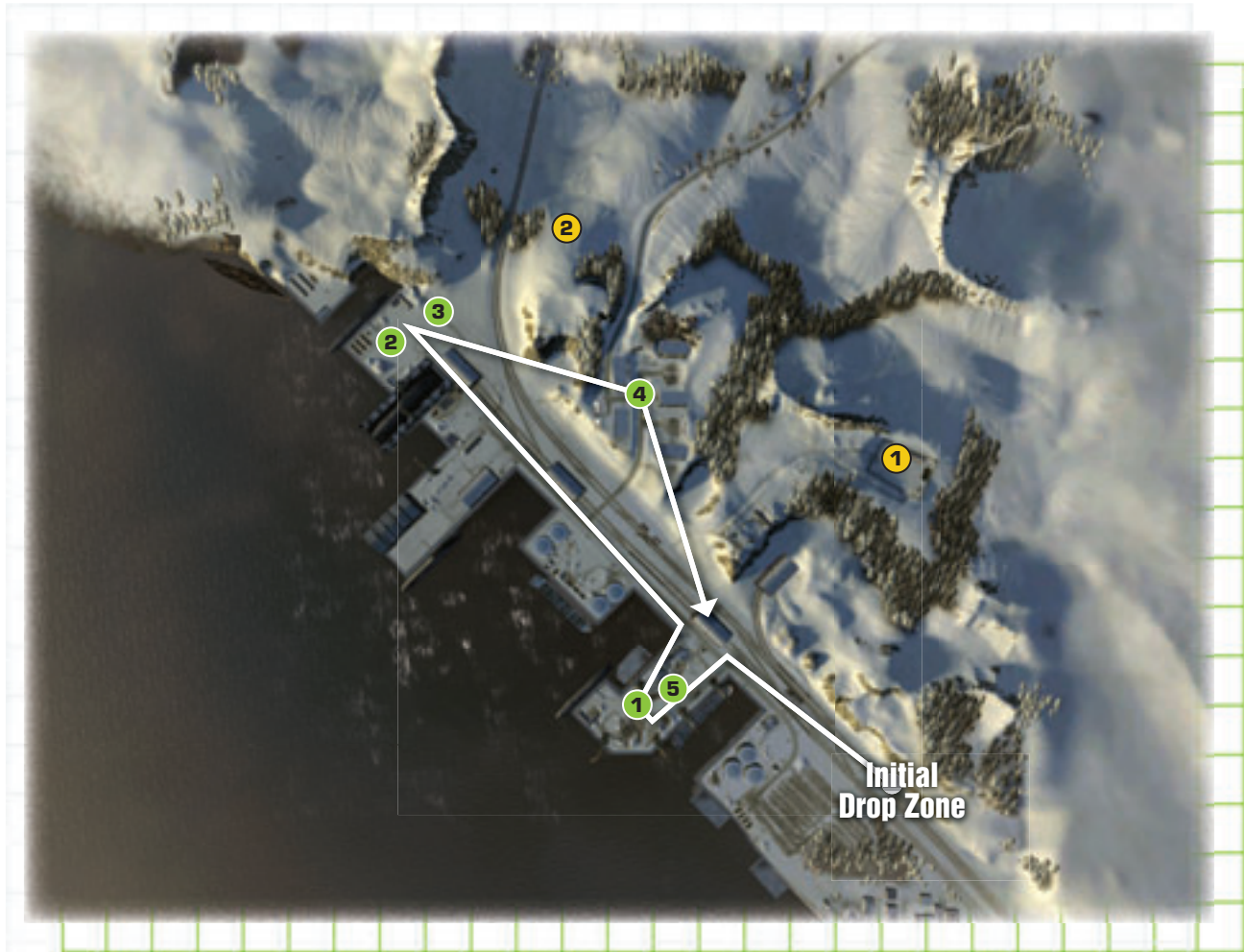
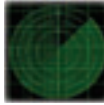
Fortifications are the requirement to complete the final objective.

Mission 09: Lair of the Bear





NEAR MURMANSK
1700 HOURS • TWO WEEKS
BEFORE THE INVASION



PRIMARY OBJECTIVES

- 1 SECURE SUBMARINE ONE.
- 2 SECURE SUBMARINE THREE BEFORE IT LEAVES.
- 3 HOLD SUBMARINE THREE.
- 4 SECURE THE RESIDENTIAL AREA.
- 5 HOLD SUBMARINE ONE.

SECONDARY OBJECTIVES

- 1 DESTROY THE HELICOPTERS.
- 2 DESTROY THE SOVIET ARTILLERY.

SUGGESTED STARTING COMMAND

LEOPARD 2A4 HEAVY TANK (5)

INTELLIGENCE RETRIEVED FROM THE DOWNED STEALTH PLANE HAS UNCOVERED THAT SEVERAL SOVIET NUCLEAR SUBMARINES ARE TIED UP AT PORT. THEY CONSTITUTE AN EXCELLENT TARGET OF OPPORTUNITY, AND THE MISSION IS TO CAPTURE AND DESTROY THEM BEFORE THEY LEAVE.

THE SUBMARINE BASE



Since our forces are already in the area, we have been ordered to go after the Soviet subs and sink them at their base before they can launch. Behind enemy lines and on our own, it will take skill and daring to accomplish this mission and return home alive.

This mission requires you to request your initial force. The Soviets are defending the base with a lot of infantry and several snipers; advancing across open terrain would be deadly for infantry. If you want to push through to your objectives, go with Leopard 2 heavy tanks. While they are not as effective against infantry, these tanks can take a lot of damage and quickly destroy the Soviet armor assets in the area.



Advance northwest along with Bannon's company, racing past enemy opposition.

Secure Submarine One

ORDERS



THE SUBMARINES HAVE ALMOST FINISHED THE REFUELING PROCESS AND THEY'RE ABOUT TO LEAVE PORT. THIS MUST NOT BE ALLOWED TO HAPPEN. SECURE THOSE DOCKS AND FORTIFY THEM WITH UTMOST SPEED.



It is best to rush to the command points instead of trying to clear as you go. The Soviets keep sending in lots of troops to stop you and you have only eight minutes to complete this objective before the submarine leaves.



Bring your tanks into the battle as quickly as possible.



Use laser-guided bombs on the fortifications.

As soon as your tanks arrive, organize them into a single group and advance toward the objectives in box formation. Don't stop to engage every enemy you come across. Your tanks fire on their own as they move.



Secure both command points and defend them.

As you approach the command points, call in laser-guided bombs on the anti-tank fortifications at each since they are the main threat to your tanks. Once they are clear, use your tanks to destroy the machine gun bunkers and then move two tanks to the southern command point while the remaining three secure the northern command point. Turn your tanks so they all face north—that is the direction from which most of the enemy attacks will come. Hold this position until the command points are fortified. Now submarine one is secured.



Your Leopard 2 crews are good about targeting enemies on their own. If you see a Soviet heavy tank, order them to fire at it since they are the most dangerous to your tanks.



Historical Sidebar

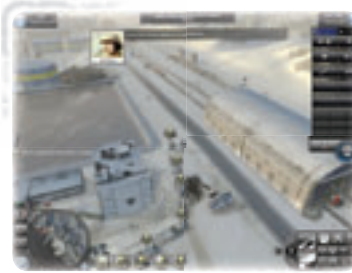
Ballistic missile submarines are one of the weapons systems that help define the Cold War. Both the United States' and the Soviet Union's nuclear forces were referred to as nuclear triads with three different nuclear capabilities. Nuclear warheads could be delivered to a target via a bomb dropped by an aircraft, an intercontinental ballistic missile (ICBM) launched from a ground installation, or a submarine-launched ballistic missile (SLBM). While satellites could see where missile silos and airbases were located, a submarine was much more difficult to find. In fact, the naval arm of the triad was always regarded as the insurance policy for MAD (mutually assured destruction). During the Cold War, enormous submarines were designed and built to carry SLBMs. They would be sent out on long patrols of six months or longer and would spend that time hiding in the depths of the world's oceans, waiting for an order to fire their missiles. Since stealth was their main defense, these submarines were designed to be extremely quiet. The largest submarine ever built, the Soviet Typhoon-class nuclear-powered ballistic missile sub, is 175 meters long and can carry 20 ballistic missiles, each with up to 10 warheads. Thus a single one of these subs could attack 200 different targets with these 200-kiloton warheads. (The bomb dropped on Hiroshima was about 15 kilotons.) With this type of firepower, the Typhoon was literally a doomsday weapon.

Secure Submarine Three Before It Leaves

ORDERS



THE SUBS HAVE FINISHED REFUELING AND ONE HAS ALREADY LEFT. YOU MUST SECURE THE LAST ONE BEFORE IT CASTS OFF AS WELL.



Get those tanks rolling.

You must now head to the third submarine and secure it before it can leave. This objective has a time limit of 14 minutes, which is plenty of time. If you need any reinforcements to replace your losses,

order some right away. However, if all five of your tanks are still alive, you won't have enough points to get anything you really need. Assemble all of your tanks around the northern command point, then send them toward the next objective.

SECONDARY ORDERS: DESTROY THE HELICOPTERS

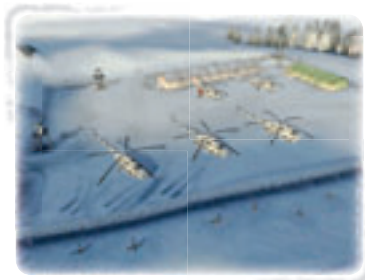


THE RUSSIANS ARE USING TRANSPORT HELICOPTERS TO LAND AMBUSH TROOPS AROUND US. LOCATE THE BASE AND DESTROY THOSE CHOPPERS TO PUT A STOP TO THIS ACTIVITY.



Advance toward the helicopter base.

The five helicopters are parked in two rows perfect for air attacks such as tank buster or napalm.



While you're en route to submarine three, Sawyer orders you to take out the Soviet helicopters that are carrying in infantry to ambush your units. Even though it is a bit out of your way, you can complete this secondary objective and still have time to get to the third sub. Keep all of your tanks together for mutual support and send them toward the helicopter base to the northeast. You will run into tanks and armored transports along the way as well as infantry. Target the vehicles as you rush past if your tanks have not already destroyed them. There is more Soviet armor near the helicopter base, so be ready for it. Once you are close enough to spot the helicopters, call in an air strike or napalm to destroy the choppers and complete this objective. The rest of the mission is a bit easier without those five helicopters carrying infantry behind your lines.



Your tanks can also destroy the helicopters. They are easy targets while parked on the ground.

TIP



You can call in tactical aid anywhere on the map—even on places you have no units nearby to spot the enemy there. While your accuracy may not be great, you can usually cause some damage. To increase your accuracy, call in a different type of air strike first. All you need is one. As your friendly aircraft fly over the target, they will see the enemy units—and so will you briefly. This is just enough to call in more precise strikes. However, for the helicopter base, you don't even need to do that. Call in three napalm strikes and have them run lengthwise along the base so that everything inside it will be burned. Napalm doesn't destroy the helicopters with the first hit; however, as it burns, it continues to cause damage and eventually demolishes all of the helicopters.



Continue on to the docks.



Advance on the command points, taking out the anti-tank bunkers first.

Once the Soviet air units have been destroyed, push on to the dock where the third submarine is. Advance along the northern rail line since this gives your tanks a bit more room to spread out as they move. As before, keep them rolling and

let the crews target enemies on their own. As you approach your objective, call in laser-guided bombs on the anti-tank fortifications and then roll your tanks right on in. Place the tanks with the least damage at the forward command point while sending the rest to the rear command point. Be sure all of your tanks are on command points to speed up the fortification process.



Defend the command points while they fortify.



Call in air support to help fight off the Soviet attackers.

All of the enemy attacks come from the north. Use your tactical aid points to call in attacks to thin out the Soviets before they can get close enough to fire at your tanks. You can choose to keep part of your tanks at each command point, or line them

up across the entrance to the dock. Use your repair tank to fix them as they take damage. As the repair tank takes damage, move it back behind your tanks a bit and use its field repairs ability to have it repair itself.

Hold Submarine Three

ORDERS



THE ENGINEERS ARE ON THEIR WAY. THEY WILL SEARCH THE SUB FOR ANY IMPORTANT DOCUMENTS AND THEN DESTROY IT. HOLD THIS POSITION UNTIL THE SUBMARINE HAS BEEN DESTROYED.

SECONDARY ORDERS: DESTROY THE SOVIET ARTILLERY



THE RUSSIANS HAVE PLACED SEVERAL HEAVY ARTILLERY PIECES IN THE AREA AND THEY'RE BOMBARDING OUR TROOPS. DESTROY THEM IF POSSIBLE.

The engineers have arrived. Hold while they get to work.



The Soviet artillery hurt your force if you don't destroy it.



Now that the engineers are aboard the submarine, you must defend this position for four minutes. The Soviets are going to throw everything they have at you.



Get those tanks repaired.

You receive more reinforcements points. Use them to request a repair tank to get all your tanks back in top condition and keep them that way. If you lost one of your tanks, consider replacing it with an anti-tank squad, which you could place in one of the buildings to help you protect the dock area. Be sure to change your drop zone so you can bring in the new units at your new position.



A couple of heavy tanks are sufficient for clearing out the artillery.

The Soviets have artillery units northeast of your position. They will fire on your units and cause a lot of damage if not eliminated. Since you still have to defend the dock area, send only a couple of your tanks to

go after the artillery. As you approach, you see some concentrations of enemy armor guarding the artillery. Call in tank buster attacks to destroy some of the enemy armor while your tanks fire on the artillery. There are two heavy artillery units and one medium artillery unit. Destroy all three, then race your tanks back to the docks to repair the damage they have sustained during this raid.



Hold the line!

Secure the Residential Area

ORDERS



THE SOVIET RESPONSE FORCE IS NOW ATTACKING FROM TWO DIRECTIONS. THE RESIDENTIAL AREA CONSTITUTES A MAIN AVENUE OF APPROACH AND YOU MUST DEFEND IT UNTIL FURTHER NOTICE.



The residential area is east of your position. There is no time limit to get to this objective, so take some time repairing your units. Colonel Sawyer is calling in some massive air strikes along the rail line to

the north, so you want to wait for that to hit before moving out. Once your force is ready, send your tanks out in the lead, with your repair tank following. You must secure and fortify three command points. Head for the southeast point first.



As soon as the bombs hit, rush into the first command point.

As with most Soviet-held points, fortifications defend it. Use laser-guided bombs to take them out as well as the nearby buildings, which might be hiding enemy infantry. Use your tanks to wipe out all enemy units around this command point and prepare for counterattacks from the north. Send one of your tanks to capture the southern command point after you bomb the fortifications. Keep a tank at each of these command points and send the rest north to get the third one. As before, destroy the fortifications, then rush in so you can start fortifying all of your command points.



Only fortifications defend the second command point.



The northern command point is where most of the action takes place.

TIP

It is a good idea to destroy the apartment buildings. Soviet infantry like to take up positions in them and fire down on your units. Use laser-guided bombs to bring them crashing down.



Enemy armor will come at you down the road to the north. Since you know where it will be, call in lots of tactical aid strikes all along this road. While you probably won't hit too much because the enemies are moving, it is better than nothing. Use your repair tank to keep your tanks in working order. If you take losses, call in reinforcements, which can be dropped right onto this location.



Use tactical aids such as tank buster strikes to help defend against the Soviet counterattack.

The Soviets send helicopters to attack and drop off ground units. Your tanks can't fight against airborne choppers and you don't have any anti-air assets available, so you just have to take it. However, your tanks can handle the damage as long as you repair them before they are almost destroyed. Maintain your positions until you receive new orders. If you have to, pull back and defend the southern command points until you can bring in reinforcements. As long as the Soviets don't capture all three and begin fortifying the area, you will be fine.



Soviet helicopters bring infantry and vehicles right into the area behind your northern defenses.

Hold Submarine One

ORDERS

THE RUSSIANS CAN'T BE ALLOWED TO RECAPTURE SUBMARINE ONE. MOVE TO THAT AREA AND DEFEND IT UNTIL THE SUB HAS BEEN DESTROYED.

Back to the first docks.



Secure and fortify these two command points.

Your final objective is to hold the area near submarine one—the first area you secured during this mission. Group all of your units together and send them south. Don't stop to fight—just keep those tanks rolling. Move right

through Bannon's defensive line to take up positions on the two command points at the end of the docks. Bannon's company will hold the two points at the entrance to the docks. Split up your force so you can quickly fortify these two positions. Then once the defenses are ready, you can move all your tanks into a line near the central command point and help defend.

Your tanks can handle the defense on their own, so focus your attention on calling in tactical aid. Use everything you have from napalm and tank buster runs to air strikes. Repair damage inflicted on your tanks and call in reinforcements to replace your losses. Set the drop zone so your new units arrive in position to defend immediately. You have to hold for four minutes while the engineers prepare the submarine for demolition. It can get pretty hectic with masses of tanks charging your positions—hang in there and keep fighting. You have enough firepower to successfully hold until the objective is complete.



Use your tactical aids as quickly as they recharge and as soon as you have the points.

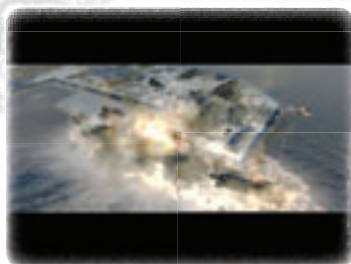


Form a line across the docks with your tanks.



Bannon eventually pulls his units back onto your positions. As soon as he does, call in air strikes right onto the docks north of your positions since you don't have to worry about hitting friendlies there anymore.

DEBRIEFING



A few submarines managed to leave port before you could destroy them, but the damage you inflicted will be felt by the Soviets when they try to carry out their mission. If not for your daring

exploits, the plan to attack the U.S. East Coast would never have been discovered.

Awards Earned

NATO RIBBON



The NATO Ribbon is awarded for commendable conduct while serving in a NATO-attached unit engaged in combat operations against hostile forces.

DEFENSE DISTINGUISHED SERVICE MEDAL



This medal has been awarded for distinguished service while conducting operations together with a NATO unit on Soviet soil. Due to your commendable leadership and heroic actions, several Soviet submarines were sunk and their plan to launch an attack on the U.S. East Coast was partly thwarted.

SOVIET CAMPAIGN RIBBON



You receive this award for the successful conclusion of combat operations within the Soviet Union.

Historical Sidebar

The first major conflict of the Cold War was the Korean War. During WWII, Korea was occupied and controlled by Imperial Japan. Toward the end of the war, a line was drawn at the 38th parallel for the sole purpose of determining areas of operation and the disarming of the Japanese troops in the country once the war was over. The Soviets were to perform this in the north while the Americans did the same in the south. Then countrywide elections would be held to form a new government. However, since the south had a lot more people than the north, the Soviets feared the Communist Korean leader in the north, Kim Il-Sung, would lose and refused to let the north take part in the election. Syngman Rhee was elected president of South Korea, and the U.S. and Soviets withdrew their forces in 1949. Both leaders tried to unite Korea with small military attacks along the border following the exit of the superpowers. However, in June of 1950, the North Korean army, supplied with Soviet-provided tanks, planes, and other weapons, conducted a major assault across the border and began pushing the South Korean forces back—eventually to the tip of the Korean peninsula. Fearing the loss of Korea to the Communists and following his policy of containment, President Truman ordered U.S. troops to Korea. Eventually Communist China would send in over a million troops and the Soviets would provide weapons, supplies, and advisors. By mid-1951, the war had become a stalemate, and peace negotiations lasted for two years, during which there was some intense fighting. A cease-fire was finally signed in July 1953. However, no peace treaty was ever signed and the Korean War is technically still ongoing. The area around the 38th parallel border is a demilitarized zone or DMZ, and the U.S. has kept at least 30,000 troops in South Korea for over 50 years in case hostilities between the two Koreas resume. This Cold War conflict has outlasted the Cold War.



Mission 10: Liberty Lost



NEW YORK HARBOR

0900 HOURS • ONE WEEK
BEFORE THE INVASION OF
SEATTLE



PRIMARY OBJECTIVES

- 1 ASSIST IN SECURING ELLIS ISLAND SOUTH.
- 2 ASSIST IN SECURING ELLIS ISLAND NORTH.
- 3 HELP SECURE A BEACHHEAD.
- 4 DESTROY THE HARPOON LAUNCHERS.
- 5 DESTROY ALL HOSTILES ON LIBERTY ISLAND.
- 6 ASSIST IN SECURING FORT JAY.
- 7 HELP DEFEND FORT JAY.

SECONDARY OBJECTIVES

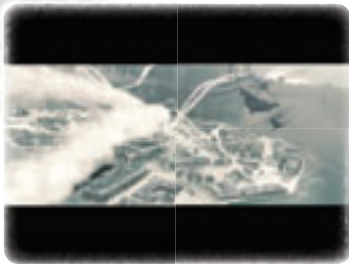
- 1 LOCATE AND DESTROY THE ARTILLERY.
- 2 CONSERVE YOUR FORCES.

STARTING COMMAND

AH-64A APACHE HEAVY ATTACK
HELICOPTER (3)
AH-1W SUPER COBRA MEDIUM ATTACK
HELICOPTER (2)

SOVIET SPETSNAZ COMMANDOS HAVE INFILTRATED AND TAKEN CONTROL OF ELLIS AND GOVERNORS ISLANDS. IN THE PROCESS THEY CAPTURED A LOT OF U.S. EQUIPMENT AND TOOK SEVERAL SOLDIERS AND VIPs PRISONER. YOU WILL WORK IN CONJUNCTION WITH A COMPANY OF ARMY RANGERS TO RESCUE THE PRISONERS AND CLEAR THE ISLANDS.

AIR ASSAULT



Previous missions have placed you in command of ground units, primarily. While you may have had an opportunity to use helicopters in a limited role before, during this mission you command only air units. Thus, you cannot take control of command points. Instead, your job is to support the ground troops to help them capture command points.

Assist in Securing Ellis Island South

ORDERS

THE RUSSIANS HAVE GATHERED THE VIP PRISONERS IN A BASEMENT ON ELLIS ISLAND. WE NEED TO RESCUE THEM AND THEN USE THE ISLAND AS A BASE OF OPERATIONS FOR THE REMAINDER OF THE MISSION. BEAR IN MIND THAT YOU WON'T BE ABLE TO CALL IN ANY REINFORCEMENTS UNTIL THE ISLAND HAS BEEN COMPLETELY SECURED.

This mission begins with your units in the air. You are assigned three Apache heavy attack helicopters and two Super Cobra medium attack helicopters. You can't repair your helicopters or bring in reinforcements to replace your losses during the first part of the mission, so be sure to keep these air units safe. Group them all together for now and send them north toward Ellis Island.



Your command of helicopters begins south of Ellis Island.

TIP

The Apache's special ability is the Hellfire missile, a long-range anti-tank weapon. It is great for quickly knocking out enemy heavy tanks; it can also be used to destroy antiair vehicles and fortifications from a distance before they can fire on your air units.

Your helicopters take out everything around the command point.



Position your helicopters in a line off to the east of Ellis Island so your helicopters can begin firing on targets around the command point. Take out the antiair fortification first, then the rest of the defenses, including the infantry units



Hold this position while U.S. amphibious armored transports make their approach.

near the command point. Now that you've cleared this area, your friendly ground forces can roll right in and take control of it. Stay to the east as much as possible. The Soviets have an antiair vehicle on the western side that will shoot down some of your helicopters if you are not careful. Soviet amphibious units approach from the water to the north, so take them out as soon as you can.



Destroy the Soviet amphibious units while they are still in the water.

SECONDARY ORDERS: LOCATE AND DESTROY THE ARTILLERY



THE RUSSIANS ARE USING CAPTURED U.S. ARTILLERY AGAINST YOU. LOCATE AND DESTROY THOSE LAUNCHERS BEFORE THEY CAUSE TOO MUCH DAMAGE.



The Apaches head to Governors Island.

The Soviets have artillery units on Governors Island to the east that are firing on the U.S. ground forces invading Ellis Island. Leave the Super Cobras near the command point to help support the ground units while you order the Apaches to fly east. The artillery is on the northwestern corner of Governors Island. Since the Soviets have lots of anti-air units on the island, send your helicopters to a position off the coast to the north of the artillery and cautiously move forward until you can locate the three artillery units. Destroy them and then fly your Apaches back to Ellis Island. The enemy is landing some more amphibious armored transports, so make sure they are wiped out before they can get to the command point.



Destroy the three artillery units.



The Super Cobras cover the command point.



For this mission, it is a good idea to create a few different groups even though you do not have that many units. Assign your Apaches to group 1, your Super Cobras to group 2, and then have all helicopters assigned to group 3. Then you can quickly select all helicopters or just those of one type.

Historical Sidebar

When the United States Air Force was created as a separate branch of the military in 1948, the army was not allowed to have fixed-wing attack aircraft. That role would be covered by the air force. However, during the 1950s and '60s, the air force was much more focused on its nuclear deterrent role than on supporting the army. As a result, most of its budget and research went to strategic bombers and interceptors rather than tactical support planes. The army, if it needed air support, would have to provide for itself.

Since rotary wing aircraft—helicopters—were not included in the 1948 decision, the army looked at arming helicopters that it had previously used as scouts and ambulances. The first successful attack helicopters were converted UH-1 Huey transports to which machine guns and rockets had been attached for use during the Vietnam War. Using the same engine and rotor system but a new slender fuselage, the AH-1 Cobra saw action beginning in 1967. It mounted miniguns or grenade launchers in a nose turret and could carry rockets on its small wing pylons. The Cobra was always intended as an interim attack helicopter. Designed from the beginning as an attack helicopter, the AH-64 Apache hit full production in 1984 and began replacing Cobras in front-line units. The Apache was designed to operate on the modern battlefield with heavy armor to protect its crew and vital systems; a targeting system that uses thermal imaging for operations in all conditions, night or day; a 30mm chain gun capable of destroying light armor targets; and the ability to carry rockets and Hellfire anti-tank guided missiles. The Apache can survive on the modern battlefield and destroy all types of tanks. Attack helicopters usually support ground units, but can also perform missions such as raids behind enemy lines on their own.

Assist in Securing Ellis Island North

ORDERS

THE NORTHERN PART OF ELLIS ISLAND MUST BE SECURED BEFORE YOU CAN BRING IN REINFORCEMENTS. CONTINUE SUPPORTING THE RANGERS UNTIL IT'S DONE.

Clear out the command point on the northern side of the island.



Destroy the Soviet amphibious units before they get to the command point.

Once the southern part of the island is secure, you have another command point on the northern part to help secure. Move all of your helicopters off to the east of this command point. There are no anti-air threats here, so go

after the fortifications and trucks on the command point as well as the infantry in the buildings. You have to demolish the buildings to get them. Maneuver your line of helicopters off to the island's north. More Soviet armored vehicles approach from the west. If your helicopters are to the north, they can destroy the vehicles before they get to the command point.



The infantry in the buildings are not that big of a threat. If you want to avoid destroying the historical buildings on Ellis Island, just wait for the infantry to exit the buildings and head for the command point as your friendly ground units move in to capture it.

Help Secure a Beachhead

ORDERS

THE ASSAULT ON GOVERNORS ISLAND WILL COMMENCE IMMEDIATELY. THE SOUTH TIP SEEMS TO LACK AA DEFENSES, SO THAT'S WHERE WE'LL ESTABLISH OUR BEACHHEAD. PROVIDE AIR SUPPORT FOR VANCE'S RANGERS AS THEY LAND ON THE ISLAND.

Now that Ellis Island is secure, Bannon is being brought in to set up a forward repair point. He will have several repair tanks at the southern half of Ellis Island. Fly your helicopters over to this area and the repair tanks will fix them up automatically. In addition, you have received some reinforcements points. Position your drop zone near the repair tanks and call in another Super Cobra so that you have three of each type of helicopter. Be sure to add it to the appropriate groups.



Fix your helicopters with Bannon's repair tanks.

SECONDARY ORDERS: CONSERVE YOUR FORCES

YOUR HELICOPTERS ARE IN SHORT SUPPLY AND YOU SHOULD BE CAREFUL WITH THOSE YOU HAVE. DEMONSTRATE YOUR COMMAND ABILITIES BY KEEPING YOUR MEN ALIVE AND HELICOPTERS FLYING.

To complete this secondary objective, you must watch your losses. If you lose 10 or more helicopters, you fail this objective. Be sure to pull damaged helicopters out of combat and send them back for repairs on Ellis Island before they become losses.



Fly to the south end of Governors Island.

Your next job is to help secure a beachhead on the southern end of Governors Island. Send your entire force east so the helicopters are in a line south of the island. Begin targeting enemy units. Use the Apache's Hellfire missile to engage heavy tanks and take out fortifications. Completely clear one of the command points, then focus on the other. You also receive some tactical aid points, so you can call in strikes such as precision artillery. The Soviets send anti-air units to attack your helicopters, so target them as soon as you see them. If a helicopter takes a lot of damage, quickly send it back to Ellis for repairs. Keep up the pressure and focus on the enemies around the control points rather than going after units farther north.



Clear out the heavy tanks, which will cause the most damage to Vance's ground units.



Take out these mortars.

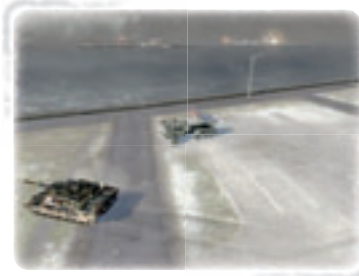
Destroy the Harpoon Launchers

ORDERS



YOU MUST LOCATE AND DESTROY ALL CAPTURED HARPOON LAUNCHERS TO STOP THEM FROM CAUSING ANY MORE DAMAGE TO THE SURROUNDING CITY.

The Soviets are using Harpoon missiles mounted on vehicles to attack New York City. There are 10 of these units on Governors Island and they must all be destroyed. The Soviets are defending many of these positions with anti-air units, so make sure your helicopters are repaired before going after the launchers. Bannon has been ordered to bring some repair tanks to the southern end of the island, so you can fix your helicopters there when they arrive rather than having to fly all the way back to Ellis Island. Use this area of Governors Island as a drop zone to bring in replacements.



Destroy all of these launchers.

Use the Hellfire missiles on the Apaches to get rid of anti-air units at long range.



Use these tactical aid points to wipe out Soviet units.

Once the command points are under friendly control, you must continue to hold off the Soviets so that Vance can get fortifications constructed at each position. Use napalm strikes to create a wall of flames to slow down

the Soviet units moving from the north. As before, stay in the south and focus on the enemies closest to the command points. However, the Soviets have a couple of medium artillery units toward the middle of the island. While keeping your Super Cobras back, send the Apaches to take out these mortars. Hold over the command points until Vance completes securing these areas.



Stay out over the water to limit your exposure to AA fire as you take out the launchers.

The locations of the launchers are shown on the screen with objective icons.

Many of them are near the shores of the island, so send your helicopters around the island, flying over the water, to take out these launchers

first. Target any nearby antiair units first, then take out the launchers. Your helicopters will take some fire, so when they are damaged, be sure to send them for repairs. Set a course out over the water since they will get shot up more if they fly right across the island to get to the repair tanks. Another option is to call in precision artillery strikes against those launchers in the middle of the island. Eliminate all 10 to complete this objective.



Call in tactical aids to help out.



Shoot down the enemy-controlled helicopters first.

While still working on taking out the Harpoon launchers, you get a new set of orders. You must now eliminate all of the enemy forces on Liberty Island. This objective has a time limit of seven minutes. If you don't clear the island by

then, the air strike will wipe out the island. Before heading to Liberty Island, finish off the Harpoon launchers and get all your helicopters repaired. Then order your units to move to a position north of Liberty Island.



Stay out over the water and fire at antiair units as soon as you see them.

The Soviets are using captured Apaches to help defend the island. Destroy them first. Use your Super Cobras' Sidewinder missiles to shoot them down before they cause too much damage to your force. Then begin working on

the enemy antiair vehicles. Call in precision artillery, air strikes, and napalm to destroy as many of the Soviets on the island as possible while keeping your helicopters out over the water. As they take damage, send them to Ellis Island for repairs. This is a lot faster than having to wait for the reinforcements points to build up after losing a helicopter and then deploying it to one of the other islands.

Destroy All Hostiles on Liberty Island

ORDERS



A LARGE NUMBER OF RUSSIAN SOLDIERS HAVE FORTIFIED THEMSELVES ON LIBERTY ISLAND. THEY'RE DEMANDING A COMPLETE U.S. WITHDRAWAL FROM EUROPE OR THEY

WILL RELEASE A CHEMICAL AGENT OVER THE CITY THAT WOULD CAUSE INNUMERABLE DEATHS. COLONEL SAWYER HAS ORDERED AN AIR STRIKE ON THE ISLAND, BUT BY BOMBARDING THE STATUE OF LIBERTY, WE WILL ALSO BE DESTROYING ONE OF OUR MOST IMPORTANT ICONS. YOU MUST PREVENT THIS FROM HAPPENING.



You must defend Lady Liberty.

TIP

Your Super Cobra's special ability is the Sidewinder missile. It is a heat-seeking air-to-air missile useful only for shooting down enemy helicopters. Target enemy helicopters for these missiles just like you would a ground target for TOW or Hellfire missiles.

The small island is crawling with Soviets.



Although you have a time limit, it is better to be cautious and play it safe while clearing Liberty Island. Rushing usually gets your helicopters shot down. Infantry are positioned in the buildings on the island's western side. Use air strikes with cluster bombs to take out the buildings and the infantry instead of wasting time attacking them with your helicopters. If it looks like you have eliminated all the enemies, but the objective has not been completed, fly over and around the island to locate remaining Soviets and destroy them.



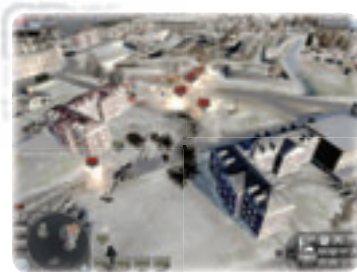
Call in artillery and other strikes to wipe out the enemy.

Assist in Securing Fort Jay

ORDERS



Fort Jay is the remaining Russian stronghold. Capture it to ensure victory in the area.



Start off your attacks on the southwestern command point.



Call in artillery and other tactical aids on the fortifications around the command points.

Then fly east to begin clearing out the enemy. While you are repairing and in transit, call in precision artillery strikes against the southwestern command point to help destroy the fortifications there.

Fort Jay is in the northern half of Governors Island. It consists of four command points, which are held and fortified by the Soviets. The U.S. ground units are pushing up from the south and you are their support. Send your helicopters to Ellis Island to repair.

When your helicopters arrive, go after antiair units and fortifications first, followed by heavy tanks. Focus on one command point until the ground forces take it. Secure the other southern command point to the east to create a line

across the island that the ground forces can solidify with their units. Then go after the two northern command points. Wreak more destruction on the enemy with tactical aids.



As the ground units capture a command point, move on to the next one.

Help Defend Fort Jay

ORDERS



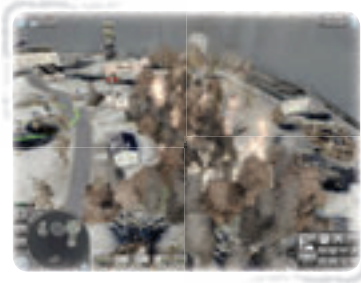
WE'VE TAKEN THE FORT BUT THE RUSSIANS ARE COUNTERATTACKING. FIGHT THEM OFF AND SECURE THE REMAINDER OF GOVERNORS ISLAND.



Watch out for Soviet units trying to sneak across the northern side of the island to attack the command points in the west.



Once all four command points have been secured around Fort Jay, you must help fight off an enemy counterattack. Soviet units arrive on the island from the northeast. Infantry like to hide in the woods east of the fort, so drop in a couple runs of napalm to burn it down and deny them cover in the trees. The counterattack is not as bad as what you faced helping secure the fort, so send damaged helicopters back for repairs. The Soviet heavy tanks will cause a lot of trouble for the defenders on the ground, so use Hellfire missiles to quickly turn them into smoking wrecks. Continue to hold until all enemies have been wiped out in order to complete your mission in the Big Apple.



Napalm the woods to clear out the infantry hiding among the trees.



Stay right over Fort Jay until the Soviets have been eliminated.

DEBRIEFING



Ellis, Liberty, and Governors Islands are back in U.S. control due to the joint effort of your air assets and army rangers on the ground. The hostages are safe, and you managed

to thwart the Spetsnaz plan to mount chemical weapons inside the Statue of Liberty. Well done.

Awards Earned

AIR ASSAULT BADGE



This is awarded for professional conduct during air assault operations against hostile forces.

DISTINGUISHED SERVICE CROSS



For your extreme gallantry and risk of life in actual combat with the armed forces of the Soviet Union, you have been awarded a second Distinguished Service Cross. Your actions helped turn back the Soviet incursion in New York, free the hostages held there, and cleanse the Soviet insurgents from the islands south of Manhattan.

Historical Sidebar

On October 14, 1962, U.S. spy planes flying missions over Cuba took photos of ballistic missiles and bombers—all of which could carry nuclear weapons. The information was analyzed and delivered to President John F. Kennedy on October 16. From Cuba, these missiles could reach most major U.S. cities, including New York, Chicago, Los Angeles—and Washington, D.C. With Cuba so close to the United States, there would be very little warning and these missiles could hit their targets within five to ten minutes of launch. This represented a serious threat to the United States.

Kennedy assembled his advisors to determine the country's response. Suggestions included air strikes as well as an all-out invasion of Cuba. Each of these could lead the Soviets to retaliate by invading West Berlin—a threat Soviet Premier Nikita Khrushchev had previously made. Kennedy decided on a blockade to prevent Soviet ships from bringing military materiel into Cuba. However, since a blockade was also an act of war, Kennedy termed this operation a naval quarantine.

The quarantine began on October 24. Most of the Soviet ships headed toward Cuba turned around. Three ships kept coming and then halted just miles from the line. Negotiations by telegram, through ambassadors, and even via secret contacts continued for four more days until the crisis was eventually resolved. In return for the Soviets dismantling their missiles in Cuba and pulling them out, the United States agreed not to invade Communist Cuba. A secret addition to the agreement was that the U.S. would remove its intermediate-range nuclear missiles from Turkey—six months later so it would not look like it was done under threat. The Cuban Missile Crisis kept the world on edge for 13 days. Because of the problems with communications between the two leaders, the "red phone" was created. This direct link between the president of the U.S. and the premier of the Soviet Union via undersea cable allowed the leaders to communicate directly and immediately to help prevent crises from escalating into war.

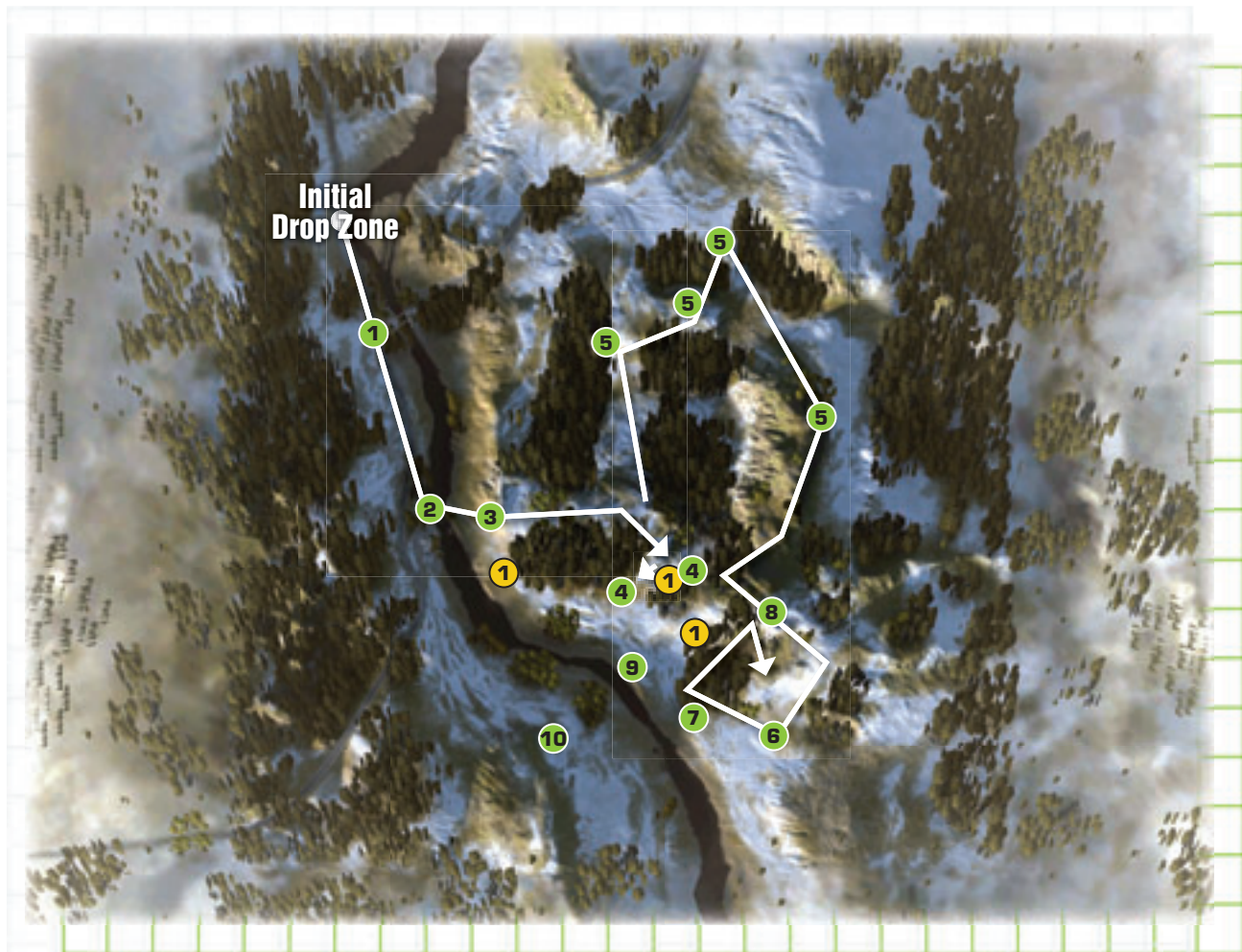
Mission 11: Aftermath





NINE WEEKS LATER

A FEW HOURS AFTER
THE NUCLEAR STRIKE ON
CASCADE FALLS



PRIMARY OBJECTIVES

- 1 KEEP YOUR UNITS ALIVE.
- 2 RENDEZVOUS WITH WEBB AT THE FORD.
- 3 SUPPORT WEBB WITH REPAIRS.
- 4 REPAIR ALL UNITS AT THE RALLY POINT.
- 5 REPAIR THE ABANDONED VEHICLES.
- 6 REPAIR ALL UNITS AT THE RALLY POINT.
- 7 FOLLOW WEBB TO THE RALLY POINT.
- 8 FOLLOW WEBB TO A SAFE LOCATION.
- 9 CLEAR THE RIVERBANK OF ENEMIES.
- 10 FIGHT OFF THE SOVIET COUNTERATTACK.

SECONDARY OBJECTIVES

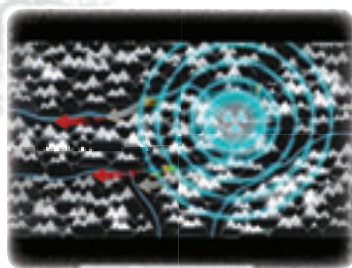
- 1 DESTROY THE SOVIET FLANKING FORCE.

STARTING COMMAND

M2A2 BRADLEY ARMORED TRANSPORT
M88A1 ARV REPAIR TANK (2)

IN THE AFTERMATH OF THE NUCLEAR
EXPLOSION AT CASCADE FALLS
BOTH U.S. AND SOVIET UNITS
HAVE SCATTERED ALL OVER THE
SURROUNDING COUNTRYSIDE. IN THIS
BLASTED WASTELAND, YOU MUST
RALLY YOUR FORCES AND ESTABLISH
CONTACT WITH THE COMMAND
ELEMENTS OF THE BATTALION.

ALONG THE RIVER



Following the use of the tactical nuke to destroy the Russian force at Cascade Falls, most of the command and control for the battalion has been lost. Until it can be restored, small units must work on their own or meet up with other units while the Soviets do the same.

Historical Sidebar

During a nuclear detonation, several types of energy are released. Besides the blast itself, there are a lot of thermal energy releases and radiation in the form of X-rays, gamma rays, and submolecular particles. An electromagnetic pulse (EMP) is also generated as a result of the detonation. This is caused by the gamma rays striking and imparting energy to electrons in the atmosphere. This results in an oscillating electric current as the ionized electrons are captured in the earth's magnetic field. This in turn induces a high-voltage electric current in metal objects such as antennas and cables that can then destroy electronic devices to which they are attached. This is similar to the effects of a lightning strike. Depending on the height of the detonation, the EMP can damage electronics hundreds of miles away from the blast—the higher the detonation, the farther the effect extends. Because the air is also ionized, radio transmissions can be disrupted for some time.

Keep Your Units Alive

ORDERS



REINFORCEMENTS WON'T BE AVAILABLE DURING THE MISSION AND YOU WILL HAVE TO SCAVENGE WHAT YOU CAN FROM THE BATTLEFIELD. IF YOU LOSE ALL YOUR UNITS, THE MISSION IS OVER.



You don't have much firepower to begin with, so keep it safe.

Your command is quite limited at the start of the mission. You have a single Bradley and a couple of repair tanks. Thanks to the effects of the electromagnetic pulse (EMP) given off by the nuke, there will be no reinforcements throughout the mission. Do your best to keep your units alive. If all of your units are destroyed, the mission is a failure.

Rendezvous with Webb at the Ford

ORDERS



U.S. UNITS HAVE BECOME SCATTERED AND COMMUNICATIONS HAVE BROKEN DOWN DUE TO THE EMP FROM THE NUCLEAR DETONATION. MEET UP WITH WEBB AND START RALLYING YOUR FORCES.



Advance down the road until contact with the enemy.



Your Bradley's cannon has little trouble eliminating the enemy infantry.

Meet up with his units near the ford. Lead out with your Bradley, keeping your repair tanks at a safe distance behind. Follow the road on your way to the objective. You come across a Soviet infantry squad near the destroyed bridge. Stop to engage and eliminate them to prevent them from damaging your repair tanks. Continue on to the ford. About halfway between the bridge and the ford, you run into another enemy squad. Shoot them down and then cross the ford to meet up with Webb. Bring your repair tanks over as well.



Cross the ford.

Support Webb with Repairs

ORDERS

CONTACT WITH COLONEL SAWYER HAS BEEN LOST, AND WEBB IS LEADING THE REMNANTS OF THE BATTALION SOUTH TO LOOK FOR HIM. DO WHAT YOU CAN TO KEEP ALL UNITS IN THE GROUP ALIVE AND IN GOOD REPAIR. REINFORCEMENTS ARE NOT AVAILABLE, SO MAKE SURE THAT YOUR OWN UNITS STAY ALIVE AS WELL.

Webb's force consists of a couple of medium tanks and a couple of light tanks. All are damaged, so order your repair tanks to get to work. Use their emergency repairs ability right at the start to fix a lot of the damage right away. Keep at it until all of Webb's tanks are fully repaired. Your new orders are to keep Webb's forces ready to fight. If Webb loses all of his units, the mission will be a failure. Information on Webb's units appears on the left side of the screen. You are in control of all the repair tanks, so it is important you remember your role of support.

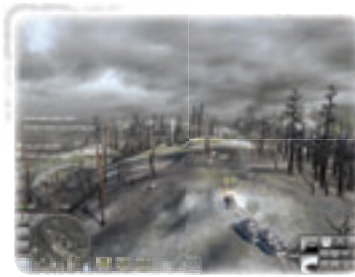


Fix Webb's tanks.

Repair All Units at the Rally Point

ORDERS

A NUMBER OF FRIENDLY VEHICLES HAVE GATHERED AT A HASTILY ESTABLISHED RALLY POINT. GET THEM UP AND RUNNING AND MAKE SURE THAT YOU REPAIR THE ABANDONED RUSSIAN VEHICLES AS WELL.



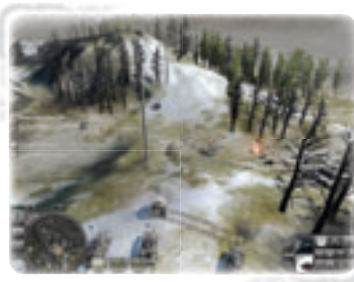
Soviet stragglers lurk at the top of the hill.

Once Webb's tanks are fixed, follow him up the hill toward a rally point where some other friendly units are waiting. However, at the top you are attacked by some Soviet infantry and troop transports. Bring the Bradley up to

help Webb's tanks deal with these threats. When all hostiles have been eliminated, Webb continues to the rally point.



When you reach the area, several Soviet units ambush you—armored transports as well as infantry and troop transports. You can either let Webb's tanks take care of them or move your Bradley forward to help out. Use your TOW missile on the Soviet armored transports. Also bring up your repair tanks and use the emergency repair ability to quickly fix damage before pulling them back to safety.



Engage the enemies at the rally point.



The enemies usually concentrate on one of Webb's tanks. Be sure to repair it before it is completely destroyed. Keep your repair tanks safe as well.



Fix these tanks while using the Bradley to engage the approaching enemies.

Once the Soviets in this area have been defeated, move your repair tanks forward to fix up a heavy tank and a medium tank. However, as this begins, more Soviets approach from the east. Keep your repair tanks working while you engage these new

enemies with your Bradley. Webb helps out, but he is a bit farther back, so plan on doing most of it with your Bradley. To the west, a couple more units await repair—a heavy tank and another repair tank. Get these units repaired. Webb gets the tank and you gain control of the repair tank. Quickly repair the damage to Webb's original tanks.

Repair the Abandoned Vehicles

ORDERS



AN ABANDONED RUSSIAN ARTILLERY UNIT AND ONE REPAIR VEHICLE HAVE BEEN SPOTTED IN THE AREA. IF THEY COULD BE FOUND AND REPAIRED, THEY WOULD MAKE A MUCH-NEEDED ADDITION TO OUR GROWING FORCE.



Repair abandoned Russian units to add to your force.

The Soviets have abandoned several units in the area. While Webb remains at the rally point, send your Bradley and two repair tanks north to the first pair of abandoned vehicles. Keep one of your repair tanks back

with Webb to repair his tanks as they take damage. When you get to the objective, repair a light tank and armored transport. These are now yours to command. Now send your combat units northeast where more abandoned vehicles can be found. You must engage some Soviet armored units here, so be sure to use your new vehicles to help clear them out. Finally, bring your repair tanks up to fix a medium tank and another armored transport. Add these to your force.



Group the Soviet BMP-2s with your Bradley since they are all armored transports. However, when firing missiles, you will have to press **(Shift) + (E)** to cycle between the TOW missile and the AT-5 missiles.



Some of the abandoned vehicles are guarded by other enemy units.



Halt here before advancing on the valley. Your damaged units can withdraw to this location for repairs.

Look for another light tank and medium tank to the north. They are protected by enemy tanks and anti-tank infantry. Clear out the enemies and then move in to repair these two tanks so you can add them to your ever-growing force. Be sure to repair your other units as well. The final two abandoned vehicles are in the valley to the southeast. However, this is an ambush. The Soviets have a heavy tank on top of a hill west of the abandoned artillery unit. Send your four tanks up the hill to take out the tank. Use the light tanks' AT-4 Spigot missile to cause some extra damage. Once the heavy tank is destroyed, pull your tanks back to a position north of the valley where they can be repaired while your armored transports cover them. Then make pushes into the valley a bit at a time. Engage the enemy and then pull your units back when they take damage. Repeat this tactic until the Soviets are clear of the valley. Then repair your existing units before repairing the artillery and another repair tank—which are placed under your command.



The Soviet medium tank, the T-62, has the frag high-explosive round special ability. This fires a special round that is extremely deadly to infantry. A single shot can take out an entire squad.



Fire missiles at the heavy tank from your armored transports while your tanks move up the hill to engage at close range.



Clear out the rest of the hostiles in the valley.

Repair All Units at the Rally Point

ORDERS



YOU HAVE REACHED A SECOND RALLY POINT FILLED WITH FRIENDLY VEHICLES AND A FEW ABANDONED RUSSIAN TANKS. GET THEM WORKING ASAP.



Advance along with Webb's units.

Order all of your units to meet up with Webb's and then follow him east and then south to another rally point. You have to fight your way through more Soviets. In addition to your artillery unit, Colonel Sawyer has provided you access to precision artillery strikes. Use them to clear a path to the next rally point. Be sure to keep your units and Webb's repaired and then fix the tanks and other units at the rally point.



Use artillery to help clear the way.



Here are more units to repair.

Follow Webb to the Rally Point

ORDERS



COLONEL SAWYER HAS FINALLY ESTABLISHED CONTACT AND DECLARED A RALLY POINT AT GRID SQUARE KILO-TWO-NINER, WHICH IS EIGHT KILOMETERS FARTHER SOUTHWEST. SUPPORT WEBB WITH REPAIRS AS YOU MOVE TOWARD THE RALLY POINT.



Fire at the Soviet masses with everything you have.

You now have a new place to head toward. However, it is across the river on the western side of the map. As Webb's forces advance toward the river, a large Soviet force appears on the opposite side. Fire your artillery

and call in precision artillery strikes on them to help take some out. Be sure to move a repair tank or two up to fix Webb's tanks while you move your tanks and armored transports forward to help fight.

Follow Webb to a Safe Location

ORDERS



THE ENEMY IS MASSING ALONG THE RIVERBANK. MOVE YOUR UNITS OUT OF THE RANGE OF THEIR FIRE.



Follow Webb's tanks to a safer place—but be ready to move again.

Your force will be decimated if it stays by the riverbank. Follow Webb's tanks east to a position where you will be safe while awaiting orders from Colonel Sawyer. Take some time to repair your damaged units and Webb's. Your safety is short-lived.

A Soviet scout helicopter flies over your position. Artillery will be arriving shortly, so send your units southwest to where you fixed a number of units at the second rally point.

Clear the Riverbank of Enemies

ORDERS



COLONEL SAWYER HAS GIVEN YOU ACCESS TO ARTILLERY AND AIR SUPPORT. USE THEM TO DESTROY THE RUSSIAN FORCES GATHERED ON THE RIVERBANK.



Call in some artillery on the riverbanks.

For this phase of the mission, all you have to do is call in artillery. You now have access to air strikes and heavy artillery barrages as well as precision artillery strikes. Three locations along the eastern riverbank must be cleared. Use a combination of strikes and your own artillery unit to clear out this area. Go ahead and hit some of the enemy units to the west of the river as well.



Heavy artillery barrages will do some damage to the Soviets on the western side before they can make their main attack.

Fight Off the Soviet Counterattack

ORDERS



REMAINING SOVIET FORCES FROM THE BATTLE OF CASCADE FALLS HAVE RALLIED AND ARE NOW COUNTERATTACKING YOUR POSITION. USE ALL AVAILABLE WEAPONS TO WIPE THEM OUT. ALSO MAKE SURE TO KEEP WEBB'S UNITS REPAIRED.

This last objective requires you to continue to call in tactical aid strikes on the Soviets and keep them on the western side of the river. You now have access to some powerful strikes, including Daisy Cutter bombs and carpet-bomb runs. Use everything you can to cause as much damage as possible. You also have a lot of TA points, so use them. Send your repair tanks to help support Webb's tanks. Keep them repaired since you will lose the mission if they are all destroyed.



Carpet-bombing and Daisy Cutters will seriously damage the Soviet attack force.

SECONDARY ORDERS: DESTROY THE SOVIET FLANKING FORCE



SOVIET UNITS ON YOUR SIDE OF THE RIVER ARE ATTACKING YOUR FLANKS. DESTROY THEM TO ENSURE FORCE SECURITY.



Take out those flanking forces quickly.

The Soviets are sending in small groups of armor to hit Webb in the side and rear. Watch for these groups. Icons will appear on the map. Call in precision artillery and air strikes to wipe out these groups before they cause too much damage to Webb's units. You can also use your own artillery unit to clear them out—especially if the strikes missed only one of the vehicles. Maintain a constant fire on the Soviets west of the river so they can never concentrate and really hit Webb hard. Keep it up until the Soviet counterattack has been halted.

TIP

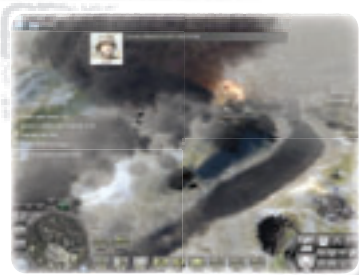
The Soviets have some artillery units along the western edge of the map. You do not have any spotters over there, but you can still call in strikes against them. Watch your minimap for orange dots that represent artillery fire.

Then call in air strikes along the map edge in those areas. If you watch as the aircraft fly in to make their attack run, you will see the enemy artillery units. If you missed, call in some precision artillery strikes to wipe them out and reduce the amount of damage your units take.



DEBRIEFING

The last remnants of the Soviet attack force have been destroyed and the safety of Fort Teller has been ensured for the time being. Now we focus on the struggle to break through the Soviet lines and retake Seattle.



Awards Earned

COMBAT MEDICAL BADGE



The recipient was personally present and under hostile fire while serving in a medical and engineering capacity in a unit actively engaged in ground combat with the enemy.

JOINT SERVICE ACHIEVEMENT MEDAL



This medal has been awarded for your sustained exceptional performance during the prolonged combat actions against the Soviet Union. Thanks to your leadership skills and personal bravery, U.S. forces were rallied after the battle for Cascade Falls, and scattered Soviet units remaining in the area were destroyed.

Historical Sidebar

The BLU-82, also known as the Daisy Cutter, is one of the largest bombs at 15,000 pounds. It was originally designed to clear areas of jungle during the Vietnam War, but it can also be used in an antipersonnel role. Because of its large size, this bomb is carried and dropped by a cargo plane such as the C-130. As the bomb detonates, it causes damage due to an overpressure it creates—as high as 1,000 psi at ground zero, with decreasing pressure as range increases. Damage can be caused in a radius as large as 300 yards. The effects are similar to that of a fuel air bomb (FAB) in that heat and shrapnel do not cause damage as much as the overpressure. The difference is that the FAB uses the oxygen in the air for the reaction while the BLU-82 contains its own oxidizer, allowing for a much larger bomb and resulting damage.



Mission 12: Once More unto the Breach





OUTSIDE CLEARWATER CREEK

1630 HOURS • THREE MONTHS
AFTER THE INVASION



PRIMARY OBJECTIVES

- 1 SECURE THE SOVIET OUTPOST.
- 2 SECURE THE SOUTHERN PART OF TOWN.
- 3 SECURE THE SAWMILL.
- 4 DEFEND THE SAWMILL.
- 5 BREAKTHROUGH THE SOVIET LINES.
- 6 SECURE THE TOWN SQUARE.
- 7 DEAL WITH ALL REMAINING SOVIET FORCES.

SECONDARY OBJECTIVES

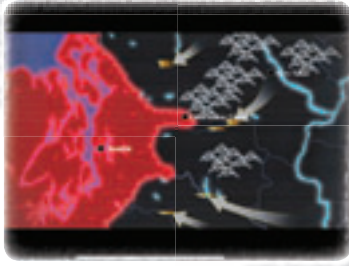
- 1 ELIMINATE THE SOVIET CO.
- 2 SECURE THE SAWMILL ASAP.

SUGGESTED STARTING COMMAND

M1A1 ABRAMS HEAVY TANK (4)
M60A3 PATTON MEDIUM TANK (4)

CHINA HAS DECIDED TO ENTER THE WAR AS AN ALLY OF THE SOVIET UNION, AND HAS SENT A LARGE INVASION FLEET TOWARD SEATTLE. WE HAVE TO BREAK THROUGH THE SOVIET FRONTLINE AND RETAKE SEATTLE BEFORE THE CHINESE ARRIVE. IF WE FAIL TO DO THIS IN TIME, THE PRESIDENT WILL ORDER A STRATEGIC NUCLEAR BOMB DROPPED ON THE CITY.

CLEARWATER CREEK



On your way to Seattle, you must first secure the town of Clearwater Creek to open up a gap in the Soviet line. While Soviets may not have a large force in the town initially, expect them to reinforce quickly to close any break in their lines.



Secure the Soviet Outpost

ORDERS

AS YOU FLANK AROUND TO THE SOUTH YOU NEED TO SECURE THE SOVIET POSITIONS AROUND THE OLD CHURCH TO MAKE SURE OUR SUPPLY LINE REMAINS INTACT.



Send your tanks south.

Before you can get moving toward the church, you must request your units. Your choice includes all types of tanks, medium artillery, troop transports, and repair tanks. Since you are going to need tanks at the start, order four Abrams heavy tanks and four Patton medium tanks. Once they land near the western bridge, organize them into two groups based on their types—one group of Abramses and one of Pattons.

TIP

While you could go with all heavy tanks, it would put you at a serious disadvantage against infantry. Plus, since the medium tanks are cheaper, you have more units, and their quantity and volume of fire more than make up for having fewer of the more powerful heavy tanks.

Flank around to the west so you don't take fire from the fortifications and the enemy units at the same time.



Get your tanks moving south toward the church. Two command points on the church's north side must be captured. However, they are guarded by fortifications and enemy armor.

As soon as you maneuver around the woods, head southwest so you can line up your tanks to the west of the church and engage the enemy defenders. If necessary, call in laser-guided bombs on the anti-tank fortifications. Get rid of all the Soviet units, then move your tank groups onto the two command points, with the Abramses to the east and the Pattons in the west. Soviet tanks come at you from the east, but the Abramses can handle them. Use the Pattons to engage the infantry that attack from the north. Keep tanks on the command points so you can build up fortifications to complete the objective.



Advance on the church from the west.

As soon as you get the fortifications built, Colonel Sawyer orders you to move toward the river. Soviet bombers are headed your way and dropping bombs on the outpost you just captured. Quickly get all your tanks to the north and out of the line of attack.



Send your tanks south.



Head for the river!

Historical Sidebar

By 1949, after over 20 years of civil war, the Communists under the leadership of Mao Zedong gained control of China and proclaimed the People's Republic. Mao sought to spread Communism and China's influence throughout Asia. As a result, China took an active role during the Korean War by sending not only weapons and supplies to North Korea, but also more than 100,000 soldiers. While the Soviet Union helped support Mao during the Chinese Civil War and throughout the '50s, by the 1960s the two began to compete with one another for influence with Communist parties throughout the world as well as for influence in Asia. The two fought a series of small border conflicts between 1969 and 1978. China was also concerned about Soviet support for North Vietnam during the Vietnam War. In fact, when Communist Vietnam, with the support of the Soviet Union, invaded Cambodia in 1979, China invaded the northern part of Vietnam. As tensions increased between China and the Soviet Union, relations improved with the United States. Throughout the '70s and '80s, China created economic relationships with the West and used the profits from increased trade to increase its own internal economic development. However, both economic aid and political friendships suffered a major blow following the crackdown on the democratic movement at Tiananmen Square in 1989. It is during this time that China might have turned back to the Soviet Union in order to gain and give support against the West.

Secure the Southern Part of Town

ORDERS



THE FIRST PHASE OF THE ASSAULT IS OVER, AND NOW IT'S TIME TO SECURE THE TOWN PROPER. START BY RETAKING THE SOUTHERN PART OF TOWN.

This objective can be quite tough. The southern part of town holds three command points that the Soviets have fortified.

Their anti-tank fortifications can cause a lot of damage to your tanks. There is also lots of enemy armor in the town. If you have any losses, replace them with one repair tank. The repair tank can really keep your tanks in fighting trim. Advance east along the dirt road to approach the objective from the south.

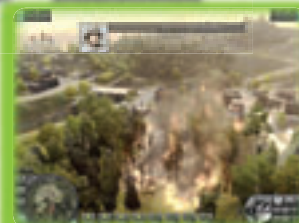
Call in heavy artillery barrages around the southern two command points to help soften the area up.



Approach from the south while calling in artillery barrages to soften things up.



TIP



If you want to go after the northern command post first and set up a defense to prevent enemy units from coming across the bridge, call in a couple of napalm strikes on the narrow part of the woods west of the command points. When it is through burning, you have a route into the urban area.

SECONDARY ORDERS: ELIMINATE THE SOVIET CO



The Soviet commanding officer has decided to leave town, and he is doing so in a civilian car. Eliminating him will constitute a severe blow to both Soviet morale and combat coordination.

During your advance to the southern part of the city, the enemy CO tries to escape. Watch for the objective icon that appears over his car. He will come to you since he is trying to escape to the south. Order your tanks to fire on the car as it approaches. A civilian car doesn't stand a chance against a tank gun.



Don't let the CO escape. If you are engaging with your Abramses, use your HEAT shells to wipe it out in a single hit.



Pull your units back before they are destroyed by the artillery barrages.

The Soviets send lots of units to try to retake the command points. They also fire an artillery barrage against your units. You need to stay at the command points in order to fortify them. However, you will take a lot of damage if you stay

put. The best strategy is to pull to the south of the town. You will more than likely have to recapture the command points, but it is better to keep your units concentrated since the Soviets are also airlifting lots of armor into the area and sending it across the bridge. By withdrawing, you can then send in tactical aids to clear out the enemies. Then move in again to recapture the command points.



Capture the southwest command point first.



After both southern points are under your control, advance to the northern command point.

Now make probing attacks against the enemy. While keeping your Pattons in a line to the south, advance with your Abramses until you can begin firing at enemy units. As they start taking fire, order them to back up into line with the

Pattons. To do this, press (Shift) + (N). By backing up, you keep your heavier frontal armor facing the enemy. Once you have more TA points, call in laser-guided bombs on the anti-tank fortifications to eliminate these deadly threats. By now you should be able to capture the southwest command point. Place your medium tanks there while your Abramses secure the southeast command point. Then send two tanks from each of these positions to the northern command point.

There is no time limit to competing this objective, so it is better to keep your tanks alive and with their experience rather than let them be destroyed and then later replaced with new tanks. After you fortify all of the positions, the colonel orders you to advance across the bridge north of your positions. However, before you can get to it, the Soviets blow it up. Looks like you have to find another way around.



After destroying the Soviets in the area again, move back in to claim the command points.

Secure the Sawmill

ORDERS



THE RUSSIANS HAVE DESTROYED THE CENTRAL BRIDGE AND YOU HAVE BEEN FORCED TO GO AROUND TO THE EAST. THE SAWMILL THERE NEEDS TO BE SECURED, AND THEN YOU CAN MOVE ON FROM THERE.



Repair your units before crossing the bridge.

you want to be at full strength before you close to attack. You can also position your drop zone here and call in any reinforcements you might need.

While you are repairing, use some of your tactical aids to make this objective much easier. Select aerial recon and make a single scan of the area right near the sawmill building in between the two command points. The recon locates several artillery units and some vehicles. Call in tank buster runs while they are all still visible so that they run across the artillery and the vehicles. If you don't take out this artillery early on, it can make your assault more difficult by bombarding you the entire time.



Do an aerial recon of the sawmill, then call in strikes to take out the artillery.

SECONDARY ORDERS: SECURE THE SAWMILL ASAP



THE COLONEL IS IMPATIENT WITH THE PROGRESS OF THE ATTACK; ALL POSSIBLE SPEED SHOULD BE USED AS YOU APPROACH THE SAWMILL.

You have to head south from the town and cross the bridge to the east. Assemble all of your units at the bridge and repair your tanks before continuing your advance. Several artillery units await at the sawmill, so

As a secondary objective, you need to hurry to capture the sawmill command points. Colonel Sawyer has given you nine minutes to complete this. While the mission will not end in failure if you take too long, you would miss out on some nice rewards for making the colonel happy. Nine minutes is plenty of time to take the sawmill. Still use caution; you will take longer if you rush right in and get your tanks all killed and have to request more.



Advance to a position south of the sawmill, with the woods to your north.



Bomb the enemy bunkers, then move your tanks onto the command point.

Send your force across the bridge and then due east rather than following the road up to the sawmill. The enemy has defenses along that approach. Instead, continue east while staying south of the woods. Be ready for small groups of armor the Soviets may send after you. Your tanks make short work of them. Continue up the hill and advance toward the sawmill through the cut in the woods in the southeast. This route places you

in an ideal position to clear out some of the units in the central area of the sawmill as well as to see the fortifications at the southern command post, yet not be attacked by them. Call in laser-guided bombs on the anti-tank fortification and then move your tanks onto the command point to capture it.



Send most of your tanks to capture the northern command point.

you out. Let them lead the way. Once again, call in a laser-guided bomb on the anti-tank fortification at this command point before moving in to capture it with your tanks.

Stay on the command points so they will be fortified. Colonel Sawyer will reward your actions with a couple of heavy artillery units if you accomplished this within the nine-minute time limit. However, don't call them in just yet.

Leave the repair tank and a couple of your most damaged tanks behind on the command point and make repairs. Meanwhile, send the rest of your tanks toward the northern command point. Sawyer has tasked some attack helicopters to help

Once the sawmill is secure from enemy attack, call in the two M270 MLRS heavy artillery units. These fire barrages of rockets that cause lots of damage and can take out even heavy tanks. Organize them into their own groups so you can quickly select one to target an enemy to bombard.



Bring in the MLRS units and use them to bombard the enemy.

Defend the Sawmill

ORDERS

RUSSIANS ARE COUNTERATTACKING THE SAWMILL. DEFEND THE AREA AT ALL COSTS.

As you hold the command points, the Soviets try to recapture them. The enemy does not put up much of a fight. Only light armor, troop transports, and infantry attack your forces at the command points. The attack helicopters help you engage the enemy. Order your tanks to engage the armored units first. Stay on the command points until the fortifications are complete, then maneuver your tanks as needed to wipe out the enemy.



Stay on the command points until they are fortified; fight off the attacks.



Line up your tanks and repair them as they defend against Soviet attacks.



Use air-to-air strikes to clear out the enemy helicopters.

Place your tanks in a line across the dirt road to the north and bring your repair tank to fix any damage they might have sustained during operations around the sawmill. The enemy sends a few units to the sawmill.

Stop them before they can damage your artillery units. While doing this, observe what is going on as Webb's units engage the Soviets to the north. The enemy has brought in some attack helicopters, so use your TA points to call in air-to-air strikes to shoot down those choppers.

Break Through the Soviet Lines

ORDERS

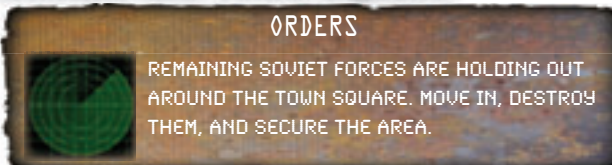
THE SOVIET DEFENDERS HAVE DUG IN AROUND THE TOWN SQUARE. FORCE A BREAKTHROUGH SO THAT WE CAN SECURE THE TOWN AND MOVE ON.



Advance your tanks toward the town.

When your tanks are all repaired, advance in a line to engage the enemy. However, don't let the tanks take damage if possible. Instead, use your artillery units to bombard enemy concentrations to clear the way into the town. Watch out for more helicopters to arrive, and save your TA points for air-to-air strikes since Soviet attack helicopters are a constant threat through the remainder of the mission and you have no anti-air units of your own. Keep pushing the enemy back into the town to complete this objective.

Secure the Town Square



Line up your tanks at the edge of town and call in air-to-air strikes to deal with those pesky helicopters.

Now that the approach to the town is clear, advance to capture the four command points in the town square. Colonel Sawyer has given you 23 minutes to accomplish this task to keep the battalion on schedule for



Bombard the fortifications to clear out the command points.

the advance to Seattle. Move your tanks to the northeast edge of town and hold in a line. While your tanks engage all the enemy units they can fire on, use your artillery units to fire on the fortifications at the northeastern and southeastern command points.

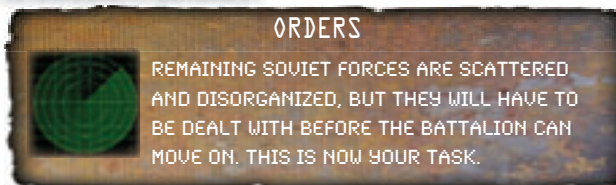


Capture all the command points and start fortifying them.

The Soviets continue to send attack helicopters against your units, so call for air-to-air strikes to shoot them down. Once these two eastern command points are secure, move a couple of tanks to each to capture them. Keep

your repair tank at the southeastern command point. Now bombard the fortifications at the other two command points. Leave a single tank at each of the command points you already captured and send the rest to capture the southern and western command points. Use your artillery units to support them and help break up any enemy attacks against these positions while fortifications are constructed. Since you have Webb's units helping you out, it is much easier to capture the town square than it was the southern part of the town.

Deal with All Remaining Soviet Forces





Bring your MLRS units forward to bombard the enemy on the other side of town.

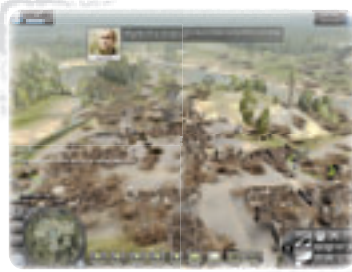
Though you control the town square, the Soviets still have a lot of units west of town. They send some to try to recapture the command points. Keep your tanks in their positions. Bring your artillery forward to a position northeast of town so they can bombard the enemy west of the town. Use tactical aid strikes and your artillery to wipe out all remaining Soviet units to clear the way to Seattle.



Call in strikes against the enemies to the west along the road.

DEBRIEFING

You smashed through Soviet defenses and now the road to Seattle is open. Other battalions have met with limited success, however, so HQ has been forced to postpone the attack on Seattle for a few precious days.



Awards Earned

RANK INSIGNIA: CAPTAIN



Because of your proficiency as an army officer you have now been fast-tracked for promotion to the rank of Captain in the United States Army.

SILVER STAR



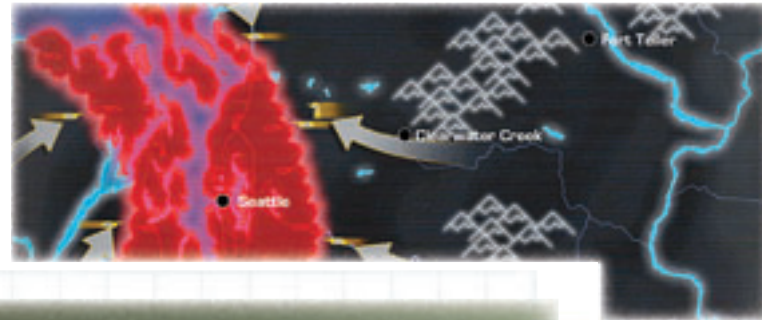
For showing exceptional gallantry and extraordinary heroism during the counteroffensive toward Seattle you have been awarded a second Silver Star. Thanks to your impeccable performance and outstanding heroic actions the entire operation could move ahead of schedule, increasing the chance of retaking Seattle in time.

Historical Sidebar

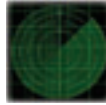
During the 1970s, the Cold War really began to cool off a bit as both sides worked to lessen tensions and form some type of détente. As the U.S. ended involvement in the Vietnam War, President Nixon met with Soviet Premier Leonid Brezhnev to discuss cutting back on nuclear missiles. These Strategic Arms Limitation Talks (SALT) resulted in the Anti-Ballistic Missile Treaty that was signed in 1972 to limit the research and deployment of systems for shooting down nuclear missiles (and thus maintaining mutually assured destruction). These talks continued through 1979 (SALT II), and a treaty that would really reduce the number of nuclear weapons on both sides was signed by Brezhnev and President Jimmy Carter. However, because of the Soviet invasion of Afghanistan that same year, the U.S. Congress refused to ratify the treaty, and détente came to an end as Ronald Reagan was elected as the U.S. president in 1980. The '80s saw the Cold War begin to heat up again as Reagan took a moralistic stance against the Soviet Union, calling it the Evil Empire. The arms race that had subsided during the '70s now resumed with more money being spent on the militaries of both nations than previously. Furthermore, the West imposed economic sanctions on the Soviet Union as a form of protest when democratic movements in the Eastern Bloc were suppressed. As a result, the Cold War became more of an economic war as both sides spent billions on defense. How long could this last until the economy of one of the two superpowers finally collapsed under deficit spending?

Mission 13: Before the Storm





PUGET SOUND
0600 HOURS • THREE MONTHS
AFTER THE INVASION



PRIMARY OBJECTIVES

- 1 DESTROY THE AA EMPLACEMENTS.
- 2 CAPTURE BOTH ASM LAUNCHERS.
- 3 THE ASM LAUNCHERS MUST REMAIN INTACT.
- 4 DEFEND THE ASM LAUNCHERS.
- 5 SECURE THE RUSSIAN MAIN CAMP.

SECONDARY OBJECTIVES

- 1 DESTROY THE AA EMPLACEMENTS ASAP.
- 2 DESTROY THE AA VEHICLES TO THE NORTH.
- 3 ELIMINATE THE SPETSNAZ TEAMS.

STARTING COMMAND

AAVP7A1 AMPHIBIOUS TRANSPORT (4)
ANTI-TANK INFANTRY SQUAD (4)

THE RUSSIANS HAVE FORTIFIED SEVERAL ISLANDS IN PUGET SOUND WITH ANTI-SHIP MISSILE BATTERIES. THE ISLANDS NEED TO BE RETAKEN AND THE BATTERIES CAPTURED INTACT SO THAT THEY CAN BE USED AGAINST THE CHINESE IF THEY SHOULD GET AS FAR AS THE SOUND. YOUR OBJECTIVE IS TO CAPTURE SANDFISH ISLAND.

SANDFISH ISLAND



This entire mission focuses on capturing the anti-ship missile batteries on the island and holding them against Soviet counterattacks.



Air units can play a major role in this mission, so be sure to eliminate all enemy anti-air units and fortifications as quickly as possible.

SECONDARY ORDERS: DESTROY THE AA EMPLACEMENTS ASAP



IF YOU MOVE FAST WHEN CLEARING THE AA WE MIGHT BE ABLE TO RETAIN THE ELEMENT OF SURPRISE.

Captain Webb has asked you to move fast against your objectives. If you can clear out all three command points within four minutes, you gain the element of surprise and receive a reward for your hard work. Of all the timed objectives you have been given so far, this is one of the tightest—so move out.



Load up your squads and put the pedal to the metal.

Destroy the AA Emplacements

ORDERS



THE RUSSIANS HAVE FORTIFIED THE SOUTH BEACH WITH SEVERAL ANTI-AIR EMPLACEMENTS. THESE NEED TO BE DESTROYED BEFORE WE CAN START FLYING IN REINFORCEMENTS.



The AAVPs move ashore.

Your initial force is fairly limited. It consists of only four amphibious transports and four anti-tank squads. Your first task is to clear out three anti-air emplacements. At each command point, the Soviets have set up anti-tank and anti-air fortifications. You must destroy all of these bunkers to clear the command points so you can receive reinforcements. Be careful with your units. They are all you have, and you won't get any more until you clear out those command points.

As soon as you gain control of your units, order your anti-tank squads to board the amphibious transports. Send them racing south down the road to the middle objective. Once you come into range of the anti-tank fortification, quickly unload your troops and order your anti-tank squads to attack the fortification, then the anti-air emplacement. Quickly mop up any remaining units and load your squads back up.



Dismount your anti-tank squads and take out those bunkers.



TIP

Your force comes under attack from Soviet scout helicopters. If you want to complete the secondary objective, just ignore them. Your amphibious transports fire on them automatically, but if you stop to fight them, you will not have enough time to get all three emplacements within the time limit.

Advance to the southern command point and use the same tactic as before. It is important that you take out the anti-tank bunker first so it does not cause a lot of damage to your vehicles. By now time is getting short, so as soon as this command point is cleared, load up your units and race to the northern command point. Follow the same plan and you should complete the secondary objective—but just barely. If you make the time limit, Webb rewards you with a sniper team you can bring in with the reinforcements.



Finish off the last one before the timer runs out.



Order some new units and drop them to the north.

Before going after the anti-ship missile (ASM) launchers, bring in some reinforcements. Position your drop zone as far north as possible since you should go after the northern launcher first. In addition to your free sniper, select a heavy attack helicopter, a scout helicopter, a light tank, and a troop transport for repairs. If you lost any of your original units, call in some more anti-tank squads. They are very important in this mission since they and your heavy attack helicopter represent your main weapons against enemy armor.

TIP

You can actually clear out all of the enemy command points within three minutes if you are willing to divide your forces. Send two vehicles and anti-tank squads toward the northern command point while you send two to the southern command point. As soon as they approach their respective targets, unload the squads and order them to attack the anti-tank fortifications. You have less firepower at each command point, but just enough to get the job done. As soon as these two points are cleared, order all of your units to head to the southern command point. Start the attack with the group that arrives first and then use the other group once it moves onto the scene.



SECONDARY ORDERS: DESTROY THE AA VEHICLES TO THE NORTH



A NUMBER OF RUSSIAN ANTI-AIRCRAFT VEHICLES HAVE BEEN SPOTTED ON THE NORTH SIDE OF THE ISLAND. THEY SHOULD BE ELIMINATED IF POSSIBLE.



Drop off the anti-tank squads and send them through the woods to the antiair units.

Capture Both ASM Launchers

ORDERS



THE SOVIETS HAVE SET UP THEIR ASM LAUNCHERS ON THE HILLTOPS. THEY WILL BE WELL DEFENDED BUT YOU HAVE TO CAPTURE BOTH INTACT. DIG IN ONCE YOU'VE SECURED THE OBJECTIVES.

This secondary objective can be completed at any time during the mission as long as you wipe out those AA units before the mission is over. However, once it is accomplished, you gain additional tactical aid options. A good tactic is to go after these AA units first—before advancing to the launchers. Load up three anti-tank squads into amphibious transports and send them along the road to the northwest.

As you get to the area near the woods, almost due east of the northern AA units, disembark the squads and send them walking through the woods toward their targets. They can engage and destroy all of the Soviet units near the objective location. From there, follow the woods to the south to take out the enemy units near the second objective location. Once this is completed, send your squads to the north to be picked up by the amphibious transports and taken back to the area near the drop zone where the rest of your force is waiting.



Get one squad into the house for cover as they destroy Soviet units.



Clear out the second group of anti-air units as well.



You begin with aerial recon, light artillery barrage, napalm strike, airborne infantry, air-to-air strike, and air strike on the tactical aid menu. However, once you wipe out the AA units in the north, you also gain tank buster and laser-guided bomb attacks. They are very useful for securing the command points by the launchers, so the earlier you can gain access to them, the better.

The ASM Launchers Must Remain Intact

ORDERS



THE RUSSIANS ARE NOW AWARE OF OUR INTENTIONS, AND THEY ARE PREPARING TO DESTROY THE LAUNCHERS. THEY MUST BE SECURED BEFORE THIS HAPPENS.

Once your force is assembled along the northeastern coast, it is time to go after the northern launcher. However, as soon as your units approach either of the launchers, a time limit goes into effect. You have 18 minutes to secure both launchers or the mission will end in failure. Don't even go near a launcher until you are ready to attack.



Start off the attack by destroying the enemy fortifications.

Two command points must be secured. Send in your scout helicopter to locate the defenses at the eastern command point. Then bring in your Apache heavy attack helicopter to take them out. As they are doing this, advance with your amphibious transports carrying the anti-tank squads and your light tank. Disembark the squads and send them to clear out the western command point. Call in laser-guided bombs or other tactical aids to help out.



Napalm works well against the air-defense fortification.

As soon as the defenses have been neutralized, rush an amphibious transport up to the eastern command point while you set up defenses at the western command point. Since the eastern command point is at the top of a hill and accessible only by a



Secure the western command point. Watch out for the Spetsnaz unit in the woods to the south.

road running through the western point, focus your defenses there—the Soviets try to counterattack and retake the launcher. Keep your tank, a couple of anti-tank squads, and your other transports here to drive off any enemies. Hold while the fortifications are constructed; they provide additional defense.



Your scout helicopter can take out the Spetsnaz teams.

The Soviets have three Spetsnaz teams in the central part of the island. Though they won't cause a lot of damage to your units as you work toward your primary objectives, they do have a draining effect on your tactical aid. Once they are wiped out, your maximum number of TA points is increased. Since the Spetsnaz are infantry hiding in the woods, they can be difficult to locate. The scout helicopter is especially good at finding them. Use the IR scan ability to increase the helicopter's detection range. Two of the enemy teams are in the woods south and southeast of the northern launcher. (See the map for exact locations.) Use your scout helicopter to find them and engage them, or call in a napalm strike to wipe them out.

You can hunt down the northern Spetsnaz teams while going after the northern launcher. Once it is secured, send your scout helicopter on a fast flight to the position of the southern enemy team as shown on the map. Once detected, call in a napalm strike and get your scout helicopter back to friendly lines before it takes too much enemy fire. As a reward for wiping out all three Spetsnaz teams, you get another free sniper as well as the increase in TA points.



Fortify and secure the command points.



Don't forget to keep your ground vehicles and helicopters repaired. Use the Humvee to fix any damage they received. This is very important for your helicopters since they are quite expensive. Whenever their health meters drop below half, pull them back for repairs.

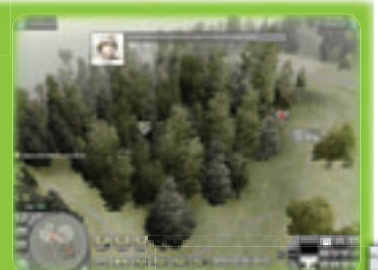
SECONDARY ORDERS: ELIMINATE THE SPETSNAZ TEAMS



SOVIET SPETSNAZ COMMAND TEAMS ARE HIDING OUT IN THE FORESTS OF SANDFISH ISLAND. THEY WILL CONTINUE TO DISRUPT YOUR OPERATION UNTIL THEY ARE FOUND AND NEUTRALIZED.



Since your first sniper begins in the northeast, send him into the woods to go after the Spetsnaz team in that area. Just use the scout helicopter to locate the enemy and then order your sniper to attack.



As you gain reinforcements points, call in some more anti-tank squads. Keep one or two to defend the northern launcher along with a couple of amphibious transports. Then load up the rest and advance southeast toward the residential area in the center of the island. Recon the area with your scout helicopter and use your Apache to take out enemy vehicles. The goal is to drop off a couple of anti-tank squads to move into the two houses at the southeastern end of the road. From there, they can engage Soviet vehicles advancing along the road from the south toward the northern launcher.



Rush an anti-tank squad into this house to help take out these defenses.



Destroy the enemy units attacking from the south, then advance into the residential area.

Send one of your anti-tank squads into the house near the command points so it can help eliminate enemy fortifications and units while in cover. Advance your vehicles on to the eastern command point as soon as it is secure, then



Use whatever it takes to clear out the second command point.

leave one amphibious transport there while the rest continue on to the western command point. Quickly position anti-tank infantry as well as your tank and heavy helicopter near the western point to help fight off Soviet attempts to retake the launcher.



The anti-tank squads in the homes will take out most of the Soviet forces advancing through the middle of the island.

With the defenses in place by the northern launcher as well as in the center of the map, it is time to go after the southern launcher. For this, take along your light tank, a couple of amphibious transports with anti-tank squads, and your helicopters. Send the scout helicopter ahead to locate enemy units along the way, then take them out with the Apache. The two command points are fortified. However, only the western one has an anti-air emplacement. Call in tactical aids to take it out so your helicopters can help clear the area without this major threat to their survival.



Advance along the road to the southern launcher.



Fortify and set up units to defend the western command point near the southern launcher.



Historical Sidebar

As a result of the arms race during the 1980s, the Soviet Union had the largest military in the world. However, with this achievement also came a cost. The military and its related expenses represented 25 percent of the country's gross national product. Civilians were the ones who paid the price, with long lines for food and other essentials, and long waits for simple items those in the West took for granted, such as televisions and telephones. Automobiles were only for the privileged classes in this supposedly classless society.

Mikhail Gorbachev became premier of the Soviet Union in 1985. He took control of a country with little or no economic growth and a weakening currency. To try to turn things around, Gorbachev introduced a couple of changes. *Perestroika*, which is Russian for "restructuring," focused on economic reforms to help improve the Soviet economy by reducing the state control on industry and allowing the beginnings of a market economy where supply and demand determined what was produced and how it was distributed. Foreign investment in Russian industry was not only allowed but also sought after. Crossing capitalism with a Communist economy did not work. The Soviet leaders would not relinquish enough of their control to allow the market system to work, and as a result, foreign investors did not want to risk their money with little chance of a return worth the risk.

Glasnost was also a part of the restructuring. This term, which means "openness" in Russian, refers to the movement to increase freedoms of the Soviet people, including freedom of the press, of speech, and even of dissent. The goal was to help end corruption in the government and reduce the separation between those privileged few in power and the majority of the population, who felt left out. While the intentions were good, *glasnost* opened up a Pandora's box as the media began to report not only on social and economic problems, but also on the atrocities the government had committed against its own people in the past. As a result, instead of the people rallying to improve the government, they called for its end.

Call in some reinforcements to help you defend your positions.



Don't forget to keep track of your defenses in the north. It can be easy to lose track because the enemy really throws a lot at your southern defenses.

Now that you control both anti-ship missile launchers, the Soviets are really going to try to recapture them. To help you defend, you have been given more reinforcements points. Spend them on a couple more Apaches as well as anti-tank infantry if you still need some.

Also request some light tanks, which you need for the next objective. It is good to have at least two to cover each of the launchers along with some other units. Position the squads in cover for protection.



Position anti-tank squads along the roadway leading toward the southern launcher. They will make this narrow pass an alley of destruction.



As your anti-tank squads take damage, be sure to resupply them so that killed soldiers will be replaced and your squad stays in the fight.

Defend the ASM Launchers

ORDERS



THE RUSSIANS WILL COUNTERATTACK AND TRY TO RECOVER THE ASM LAUNCHERS. YOU WILL HAVE TO DEFEND THEM UNTIL YOU HAVE SECURED THE ENTIRE ISLAND.

Secure the Russian Main Camp

ORDERS



THE RUSSIANS HAVE THEIR MAIN FIELD BASE AT THE MARINA. IT MUST BE CAPTURED AND DESTROYED FOR THE ISLAND TO BE SECURE.



Assemble your assault force in the south. You will need primarily Apaches and Sheridans.

The Soviets must be driven from the island. They hold three command points at the marina along the southwestern shore. While maintaining defenses in the north, assemble your attack force in the south. Lead with your Apaches to clear out the southernmost command point. Use tactical aids to knock out the fortifications. Since helicopters can't capture command points, bring in some tanks and even anti-tank infantry to claim this point. If you don't, Soviet units will move back onto it and reconstruct the fortifications.



Clear out the southern command point with tactical aid strikes and helicopter fire.



Occupy the command points with ground units.

TIP

To help secure the command points, you could also drop airborne infantry squads right on top of them. However, they are not very good against the armored transports the Soviets keep sending in to counterattack.

Repeat the tactic for the middle command point. If necessary, pull back damaged helicopters for repairs. All that remains is the northern command point. Lay waste to its fortifications with tactical aid strikes. Also send in anti-tank squads. Move them into the nearby buildings for cover. Then rush in a tank to take control of the command point.



Use the Apache's Hellfire missiles to attack fortifications at long range.

While fortifications are being constructed at all of the command points, use your Apaches to eliminate enemy armor arriving at the marina to retake the positions. Once at least one fortification has been built at each command point, the mission is a success and you can get ready for the next mission.



Watch out for Soviet amphibious transports coming in from the sea.



Fortify all of the command points at the marina.

DEBRIEFING

The missile batteries on Sandfish Island have been secured, and this will surely delay the Chinese fleet when it enters Puget Sound. The hours gained can now be used for one last assault on Seattle before it's too late.

Awards Earned

JOINT MERITORIOUS UNIT AWARD



Your company has been given this award for exceptional performance during the recapture of Sandfish Island from Soviet forces.

LEGION OF MERIT



For displaying exceptionally meritorious conduct during amphibious actions in Puget Sound, you have been awarded a second Legion of Merit. Thanks to your superlative performance Sandfish Island was taken expediently and with minimum loss of life.



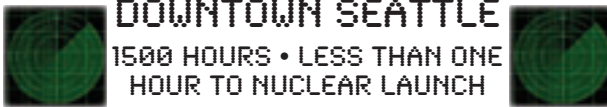
Historical Sidebar

As republics of the Soviet Union began to break away to become independent countries in the late '80s and very early '90s, the hardliner Communists in the government attempted a coup in August 1991. Gorbachev was briefly deposed. Military units were ordered to begin rounding up some leaders to detain them. One leader who was not detained was the president of the Russian Republic, Boris Yeltsin. When he arrived at Russia's parliament building, known as the White House, he informed the public that a coup had taken place and called for the military to stay out of it. In fact, the commander of the tank battalion ordered to guard the White House offered his support to Yeltsin. Thanks to *glasnost*, all of this was shown around Russia and the world on live television. By the third day, the coup had ended and Gorbachev regained control of the government. He resigned as general secretary of the Communist Party.

A few months later, Yeltsin essentially ended the Communist Party within Russia and nationalized all of its property. The Russian people, who already distrusted the government, now demanded something new. For having stood up against the hardliners, Yeltsin had become a hero to the people and gained more power as the central government of the Soviet Union waned. By December 25, 1991, all of the republics of the U.S.S.R. had declared independence or withdrawn from the union. On that Christmas day, Gorbachev resigned as president of the Soviet Union. At the Kremlin, the Soviet hammer and sickle flag was lowered for the last time, to be replaced by the Russian flag. The Soviet Union, which had been one of the most powerful countries in the world, quietly slipped out of existence and into history. The Cold War was finally over.

Mission 14: One Last Fight





DOWNTOWN SEATTLE

1500 HOURS • LESS THAN ONE HOUR TO NUCLEAR LAUNCH



PRIMARY OBJECTIVES

- 1 SAVE SEATTLE.
- 2 DESTROY THE SOVIET GUARD POST.
- 3 PROTECT THE DINER.
- 4 CLEAR THE WAY TO THE HARBOR.
- 5 SECURE THE HARBOR.
- 6 SECURE THE SOVIET MAIN BASE.
- 7 SURVIVE THE SOVIET COUNTERATTACK.
- 8 DESTROY ALL REMAINING ENEMY FORCES.

SECONDARY OBJECTIVES

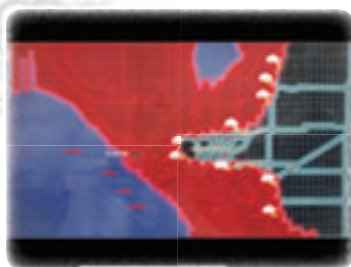
- 1 DESTROY THE SOVIET SHIPS.
- 2 DESTROY THE SOVIET HELICOPTERS.

SUGGESTED STARTING COMMAND

M60A3 PATTON MEDIUM TANK (7)
M270 MLRS HEAVY ARTILLERY

THE FINAL ASSAULT ON SEATTLE HAS BEGUN. IF THE RUSSIANS ARE NOT DEFEATED IN TIME, THE PRESIDENT HAS ORDERED A NUCLEAR BOMB DROPPED ON THE CITY WHEN THE CHINESE INVADE. COLONEL SAWYER HAS LED THE BATTALION DEEP INTO THE CITY WITH THE AIM OF KNOCKING OUT THE RUSSIAN HEADQUARTERS, BUT THE CLOCK IS TICKING....

SUNSET ON THE SPACE NEEDLE



The war has come full circle. You are back in Seattle and, instead of evacuating, must drive the Soviets out of the city.

The previous 13 missions have been training for this final assault. Failure means not just that Seattle will be destroyed in a fireball and a mushroom cloud, but that the war will escalate to full nuclear exchange.

You are saving not only yourself and Seattle, but also your country and the American way of life.

Save Seattle

ORDERS

THE CHINESE ARE CLOSE, AND DIVISION HQ HAS ALLOWED A LIMITED AMOUNT OF TIME TO TRY AND SAVE SEATTLE. IF WE DON'T WIN THE CITY BACK BEFORE IT'S TOO LATE, WE'LL HAVE TO RETREAT AND THE NUCLEAR BOMB OPTION WILL BE USED INSTEAD.



Though Seattle may be somewhat in ruins, it is nowhere near as bad as it will be if you fail.

The task before you is a great one. To save Seattle, you must complete all of the objectives leading up to and including the capture of the Soviet headquarters within a 45-minute time limit. While that may seem like a lot of time compared to previous time limits, there are many objectives you must complete, and the Soviets have a ton of firepower in the city to try to stop you. However, don't rush into action. Take time to repair your units, and focus on one objective at a time.

Destroy the Soviet Guard Post

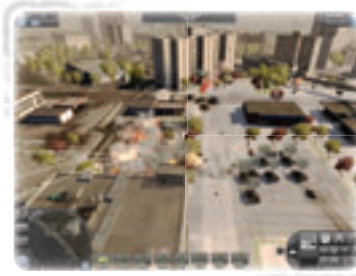
ORDERS



WE NEED TO EXPAND OUR PERIMETER AND CREATE A SAFE ZONE. DESTROY THE SOVIET GUARD POST TO CLEAR THE IMMEDIATE SURROUNDINGS.

The clock is ticking, so open up your reinforcements menu and select your initial force. You need lots of tanks and some artillery support. While heavy tanks are very powerful, they are expensive and not as effective against infantry and lighter units. Medium tanks are a better deal and are more multipurpose. Therefore, request seven medium tanks and a heavy artillery unit. Your drop zone is in the map's northeast corner.

Once your force lands, organize your tanks into a single group and also put your artillery in a group by itself. The Soviet guard post is to the south. Order your tanks to head out in box formation so it is easier to get through the narrow streets of the city. You run into some enemy armor, but your tanks can take care of it easily. Your main threats are the enemy anti-tank squads in the buildings. As soon as you detect one, order your artillery to fire on it, taking out the building along with the squad. Your tanks would take too long to bring down the building and meanwhile would take damage.



Use your artillery unit to clear the way to the target.



By the time the artillery is through, there won't be much left at the guard post, so move on in.

As the buildings containing hostile infantry are laid to waste, use your artillery again to soften up the enemy at the objective location. Even if you can't see anything there, you can bombard the position by holding down **F** and then left-clicking on the objective icon. Once the last rocket has hit the target zone, advance your tanks to the designated area to mop up any remaining enemies.

TIP

As you progress through this mission, you will run across a lot of enemy anti-tank infantry hiding in buildings. They can really damage your tanks while positioned in cover. Therefore, order your artillery unit to fire on the buildings. You won't be penalized or reprimanded for demolishing downtown Seattle, so keeping your troops safe is a bigger priority.

Protect the Diner

ORDERS



THE BATTALION COMMAND POST HAS BEEN SET UP AT THE DINER, AND YOU MUST PROTECT IT FROM ANY SOVIET ATTACKS. THE COLONEL AND REMAINING STAFF ARE COORDINATING THE BATTLE FROM THERE, AND IF THEY ARE LOST, COMMAND AND COORDINATION WILL FALL APART.



Get back to the diner!

While you were advancing toward the guard post, the Soviets launched an attack on the diner that the battalion is using as HQ. Quickly send your tanks back to help defend it. Rather than position your units right on the

command point, move them northeast of it. Keep your artillery right near the woods in the corner of the map. Soviet forces advance from the north and the south, so by staying back from the diner, you prevent your tanks from being flanked.



Stay back a bit from the diner to avoid being hit in your right flank by enemies coming from the north.

pull it back a bit and order it to repair itself.

After securing the guard post, you receive some additional reinforcements points. Spend them on a repair tank and drop it right on your position. As your tanks are engaging the enemy, keep them in good repair. If the repair tank takes some damage,

Even though your artillery is pulled back about as far as it can be, it may have trouble hitting enemies near the diner since they are closer than the minimum range.

Instead, have your artillery bombard the roads along which the enemy is advancing; this might hit some units as they are moving. By now your tactical aid points should have accrued enough so you can start calling in strikes. Just be careful not to hit friendly units with your strikes.



Use tactical aids and artillery to eliminate enemies before they even get close to the diner.



Concentrate on artillery, tactical aids, and repairs—allow your tanks to fight on their own.

There is no need to worry about the command point as long as the fortifications around it are still up. If they are all destroyed, then the Soviets can move a unit onto it and take control. Don't let this happen. Push off any Soviets on the command point as quickly as possible. If they take control and fortify this position, the mission will end in failure. However, with your tanks within range of the command point, no enemy unit can survive there long enough to fortify.

Clear the Way to the Harbor

ORDERS



BEFORE WE ATTACK THE MAIN BASE WE WANT TO CUT OFF ANY POSSIBILITY OF RETREAT FOR THE RUSSIANS. FIGHT YOUR WAY TO THE HARBOR AND CLEAR ANY DEFENSIVE POSITIONS ALONG THE WAY.

Your next objective consists of moving down the street toward the harbor. There are three command points. All you have to do is clear the enemy units away from these positions. You don't have to capture and fortify them. Although the timer continues to tick down and the colonel keeps urging you to hurry, take your time and advance with caution.



Fire artillery on the large building by the first command point to kill the infantry inside.

Before you move, make sure all of your tanks are fully repaired. While doing this, order your artillery to fire at the large building to the side of the northern command point. An anti-tank squad lurks inside, so bring down the building instead of taking chances. Also call in tactical aid strikes on the enemies at the command point to soften them up. By the time your tanks are ready to roll, there should be little opposition at the first command point. Move onto it and it is considered clear.



Advance to the command point and clear it.

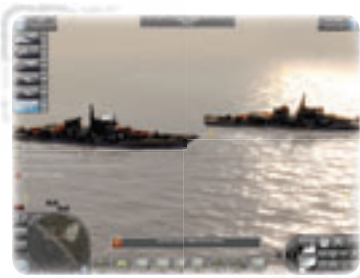


Tank buster strikes work really well in cities since the buildings tend to concentrate enemy vehicles along the streets. Two or even three adjacent runs parallel to each other can eliminate any vehicles on a command point in a very short amount of time. You can even call in these strikes before you are close enough to see the enemies since you know they will be at the position.

SECONDARY ORDERS: DESTROY THE SOVIET SHIPS



WE ARE BEING BOMBARDED BY SOVIET DESTROYERS ANCHORED IN THE HARBOR. SINK THEM TO ENSURE THE SAFETY OF OUR TROOPS.



These two destroyers are firing on you from the harbor.



Two laser-guided bombs score direct hits.

As you clear a path to the harbor, you receive this new order. Attack these enemy ships as quickly as possible since their guns are firing down on your position. Make sure your tanks are not in a major fight, then scroll your view over to the south so the ships are in sight. Open up the tactical aid menu and call in laser-guided bombs on each destroyer. That may sink them with a single hit. However, if one or both are still afloat, call in precision artillery on the survivors to send them to the bottom. This is an easy secondary objective, so take care of it before the naval artillery causes undue harm to your force.



Call in precision artillery if you need to finish off a ship.

The second command point is your next destination. As with the first, call in tactical aid and artillery fire right on top of the command point to take out fortifications and the enemy units defending it. As the smoke clears, send your tanks forward to clean up. Watch for enemy units in the trees off to your left as you advance. Once the position has been cleared, your maximum tactical aid cap increases and the drop zone expands, so you can call in reinforcements closer to your positions. However, if you have not lost any units, you won't need to take advantage of this yet.



The second command point looks clear, so move your tanks right onto it.



The last command point is near the harbor and due west from the position you just cleared. Pause to repair any damage while your artillery bombards the fortifications and tactical aid strikes deal with the armor. Then, as before, move in your tanks to secure it and complete this objective. Colonel Sawyer gives you some more reinforcements points and expands your drop zone since you cleared the route to the harbor.



The last command point on the way to the harbor is just like the last two. Bombard it and then move in.

TIP

Before moving your tanks onto the last command point, order your artillery unit to advance forward so that your next objectives are within its attack range. A good spot for your artillery is in the grassy area near the Space Needle, just to the side of where the first command point you cleared was located. Moving the artillery before you clear that last command point ensures that it's ready to fire as soon as you get your new orders.

Secure the Harbor

ORDERS

WE MUST SECURE THE HARBOR BEFORE MOVING ON TO ENSURE THAT OUR FLANK IS PROTECTED.

The harbor objective consists of four command points running northwest to southeast. Unlike for the previous objective, you must capture each command point and hold them all at the same time so fortifications can be constructed. Before moving out, take a short time to repair your tanks and call in another tank with your reinforcements points. Don't forget to move your drop zone closer to the harbor so you don't have to drive your new unit all the way across the map.

SECONDARY ORDERS: DESTROY THE SOVIET HELICOPTERS

SOVIET HELICOPTERS ARE AIRLIFTING IN UNITS BEHIND OUR LINES. THEY MUST BE DEALT WITH IN ORDER TO ENSURE FORCE SECURITY.

Major Webb is taking some heat from Soviet armor in the east. These units are being airlifted in by helicopter. Your job is to shoot down four helicopters in that area to help ease the pressure on Webb's force. Since you don't have any anti-air units, and they would probably be destroyed by the enemy armor, use your tactical aids. Call in three air-to-air strikes right on the area indicated by the objective icon and in a line toward the harbor. It usually takes several attempts to down four helicopters. While you are waiting for your TA points to accrue and the strike to recharge, be taking command of your tanks and working on the harbor objective.



Call in air-to-air strikes on the helicopters to the east.



Capture and hold the northwest command point.

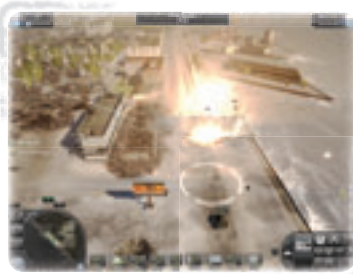
When securing the harbor, start off with the command point in the northwest. Bombard the fortifications around it with your artillery and then advance your tanks onto it. In addition to coming at you from the southeast,

the Soviets are dropping off armor at the end of the pier to the west. Make sure you keep at least two tanks here, along with your repair tank, to defend this position and prevent the Soviets from recapturing it.



As you capture one command point, begin dropping artillery on the next.

Once the helicopter objective has been completed, concentrate your tactical aid on the harbor. Advance along the harbor in a cautious, methodical manner. Lay waste to the next command point in line with your artillery and tactical aid. Then send tanks in to take control of it. Bring your repair tank forward to fix up damaged tanks while bombarding the next command point. Keep a couple of tanks behind and advance the remaining to the third command point. Repeat the same tactic for the fourth and final command point. While this may not be glamorous, it keeps your tanks alive and is quite effective.



Artillery fire and a tank buster run hit simultaneously and wipe out a group of enemy armor.



Hold and fortify the command points.

After all four command points are under your control, you must hold them long enough for fortifications to be completed at each. Most of the enemy attacks come from the southeast, so call in artillery and tactical aid to help drive off the Soviet units. Send tanks from the middle command points if necessary to help defend the end position, and call in reinforcements to replace any of your losses.

After all four command points are under your control, you must hold them long enough for fortifications to be completed at each. Most of the enemy attacks come from the southeast, so call in artillery and tactical aid to

Secure the Soviet Main Base

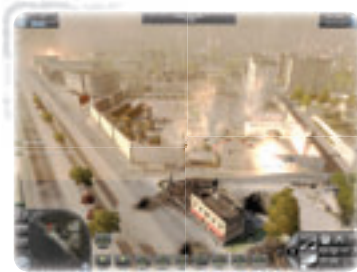
ORDERS



ONLY THE SOVIET MAIN BASE REMAINS. IF WE CAN DESTROY IT WE WILL DESTROY THE SOVIET HQ. ANY REMAINING RUSSIAN UNITS WILL BE EASY TO DEFEAT AFTER THAT.

You have finally advanced to the Soviet main base. It must be secured to stop the countdown and save Seattle from nuclear annihilation. Since it will only take six to seven minutes to secure it, you should have plenty of time left on the clock. Don't rush in and get your units all killed. Instead, assemble them near the northwest command point on the harbor and make repairs. Call in reinforcements to replace any losses and to spend the additional points that you received after securing the harbor.

While getting your tanks ready for another assault, call in lots of tactical aid strikes on the base. Start off with heavy artillery barrages that overlap so that the blast radius of each is within the walls of the base. Order your artillery unit to fire on the tall building overlooking the base to get rid of the infantry inside. Call in more tactical aid strikes such as precision artillery and air strikes to clear out as much as possible within the walls.



Soften up the defenses at the base.



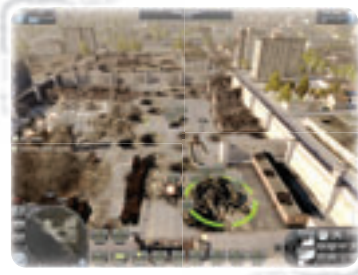
Send one tank close to the base so that you can locate enemies still in the base and direct artillery fire more accurately. The command points turn white if you have destroyed all of the fortifications around them and all enemy units within them.

Survive the Soviet Counterattack

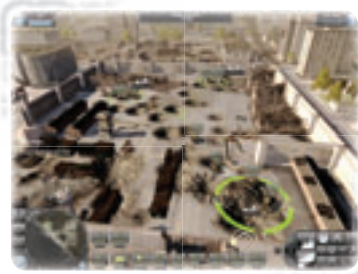
ORDERS



THE RUSSIANS HAVE MANAGED TO STAGE ONE FINAL COUNTERATTACK, AND WE MUST HOLD OUT UNTIL COLONEL WILKINS ARRIVES WITH REINFORCEMENTS. IF WE DIE HERE THE CITY WILL BE LOST.



Secure the southern command post first.



Begin to fortify the command points.

After pounding the base into dust, move your tanks in. Concentrate them at the southern command point as you clear out the rest of the base with tank fire supplemented by your artillery.

Once the other two

command points are clear, send a couple of tanks to each to secure them and begin constructing fortifications.

Shortly after you capture all three command points, the Soviets fire an artillery barrage to knock out the northern walls of the base and send in armored units to try to retake the position. You could keep tanks



The Soviets attack from the north.

on those command points, but they will take a lot of damage, so pull them back to concentrate your force at the southern command point. This opens up the northern part of the base to tactical aid strikes and artillery fire. Call in tank buster strikes and precision artillery right on the edge of your units since the enemy will try to move right in among your tanks. Keep pounding them until they have all been eliminated. Then move tanks to recapture the two northern command points and begin fortifying them once again. Once the enemy has been eliminated in this area, the countdown stops and the standing order to nuke Seattle will be canceled.



You must prevent the Soviets from capturing and fortifying these three command points.

Just when you thought you could dust off your helmet and call it a day, the Soviets began a counterattack. Webb has been shot by a sniper, so you gain control of some of his units—a couple of heavy artillery, a heavy anti-air unit, and a

repair tank. There are three command points in the center of the map that you must prevent the enemy from capturing. If the Russians can fortify them, the mission is a failure and Seattle is lost.



Take control of the command points and call in heavy barrages right in front to break up the Soviet attack.

Quickly send your tanks to secure all three command points so they can begin fortifying them. Use your repair tanks to fix them up for the upcoming fight. Move your artillery units to the harbor so they are safer and can call in attacks right on top

of the command points if necessary. Assign each to a group of its own to speed up calling in artillery attacks. Colonel Sawyer informs you that the air force will not be able to drop any reinforcements during the attack, so quickly spend any remaining reinforcements points to replace your losses. You also lose all of your aircraft-delivered tactical aid.



The enemy overwhelms your forces. Call in heavy artillery barrages at the start right in front of your command points so that the blasts do not hit your units. Use precision artillery for danger-



Call in a strike right next to your position.

close strikes (strikes right next to your position). Since the enemy is moving, use your artillery to bombard ground locations rather than individual enemy units. Target areas right outside your command points.

As a point is about to be overrun, pull back the surviving units to one of the other command points and then call in artillery right on top of the command point. You can still achieve your objective as long as you hold one command point since the Soviets need all three to begin fortifying.



Concentrate on calling in artillery and tactical aids and let your tanks fight on their own. Pull them back if they are about to be overrun and destroyed.

Eventually the air force returns, allowing you to call in reinforcements and air-delivered tactical aid. You also have Daisy Cutter and carpet-bombing attacks. If the enemy takes one or two of the command points, carpet-bomb across the captured command points to wipe out everything along the impact area.

If you lose control of all three command points, pick one and drop a ton of artillery and tactical aid on top of it to wipe out anything on the position or nearby. Then rush tanks onto the command point. Once it is yours again, pound the other command points until they turn white again. Also call in strikes around the command point you recaptured. This fight is the most intense you have ever faced, so hold on and bombard the enemy like crazy.



Keep up the fight until Colonel Wilkins arrives.

Destroy All Remaining Enemy Forces

ORDERS



COLONEL WILKINS HAS ARRIVED, AND ALL THAT REMAINS IS TO DESTROY THE REMNANTS OF THE SOVIET FORCES. WHEN THIS HAS BEEN DONE SEATTLE WILL FINALLY BE SAFE.

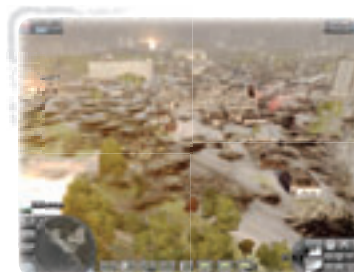


Drop in some needed reinforcements.

Wilkins's battalion finally arrives from the northeast. As soon as it does, you no longer have to worry about the command points. The rest of the mission is just destroying all of the Soviets left in the area. Quickly call

in as many tanks from the reinforcements menu as you can afford, and get them on the ground to help out your surviving units. Also let loose with all of your artillery and tactical aid. Between your units and Wilkins's, this part of the mission should go pretty quickly.

Enemy tanks in a cluster like this are just asking for a tactical aid strike such as three tank buster runs.



DEBRIEFING

The Russians have been defeated, the Chinese fleet has turned around, and Seattle is finally safe, all because of your sacrifice and daring. Your accomplishments in the battle against a numerically superior force will be studied for years to come. But the war is not yet won. The battle for Europe still rages, and elsewhere in the world fresh conflicts are brewing. You might be called on again.



CONGRESSIONAL MEDAL OF HONOR



For distinguishing yourself conspicuously by gallantry above and beyond the call of duty in combat against Soviet forces, you have been awarded the Congressional Medal of Honor. Knowingly risking your own life, you went into the very heart of enemy-held territory and destroyed their ability to command. This caused the immediate collapse of Soviet forces defending Seattle and set an example of selfless sacrifice and impeccable behavior for other soldiers to aspire to.

ARMY PRESIDENTIAL UNIT CITATION



Your battalion has been given this award for exceptional displays of gallantry, determination, and esprit de corps in accomplishing its mission under extremely difficult and hazardous conditions.

Awards Earned

AMERICAN DEFENSE MEDAL



You have been awarded this ribbon for successful participation in the defense of the United States of America against the invasion and subsequent occupation attempt made by the Soviet Union.





The Multiplayer Maps

AIRBASE

Under a scorching desert sun, Soviet and U.S. forces battle for control of an important airbase in the Nevada desert.

This map can be tough for the attackers since they must push through narrow canyons that funnel their advance right into the defenders. Artillery fire and tactical aids can really help break up the defenses.



BRIDGE

The sun rises over the Seattle suburbs as Soviet and U.S. troops try to assault and defend the important I-90 bridge.

This map has one major bottleneck—the bridge itself. The defenders can place some infantry in the houses in the suburbs to delay the attack but should concentrate on making the bridge a highway of death for the attacker. Helicopters can give the attackers a way to hit the enemy from behind while ground units hit from the front.



DOME

The tranquility of everyday life is shattered as the Soviet invasion is launched around the harbor, the Kingdome, and narrow streets of downtown Seattle.

This mission has a lot of street fighting. The defenders should put anti-tank squads in the buildings along the roads leading to the Kingdome to slow down the enemy advance. The attackers can use a heavy artillery unit requested right at the start to destroy all the buildings along their route to the objectives to clear the way. The attacker should also try to approach the command points from different directions to try to flank the defenders.



FARMLAND

This peaceful countryside is plowed into a muddy morass as U.S. and Soviet tanks grind their way across the ripening wheat fields.

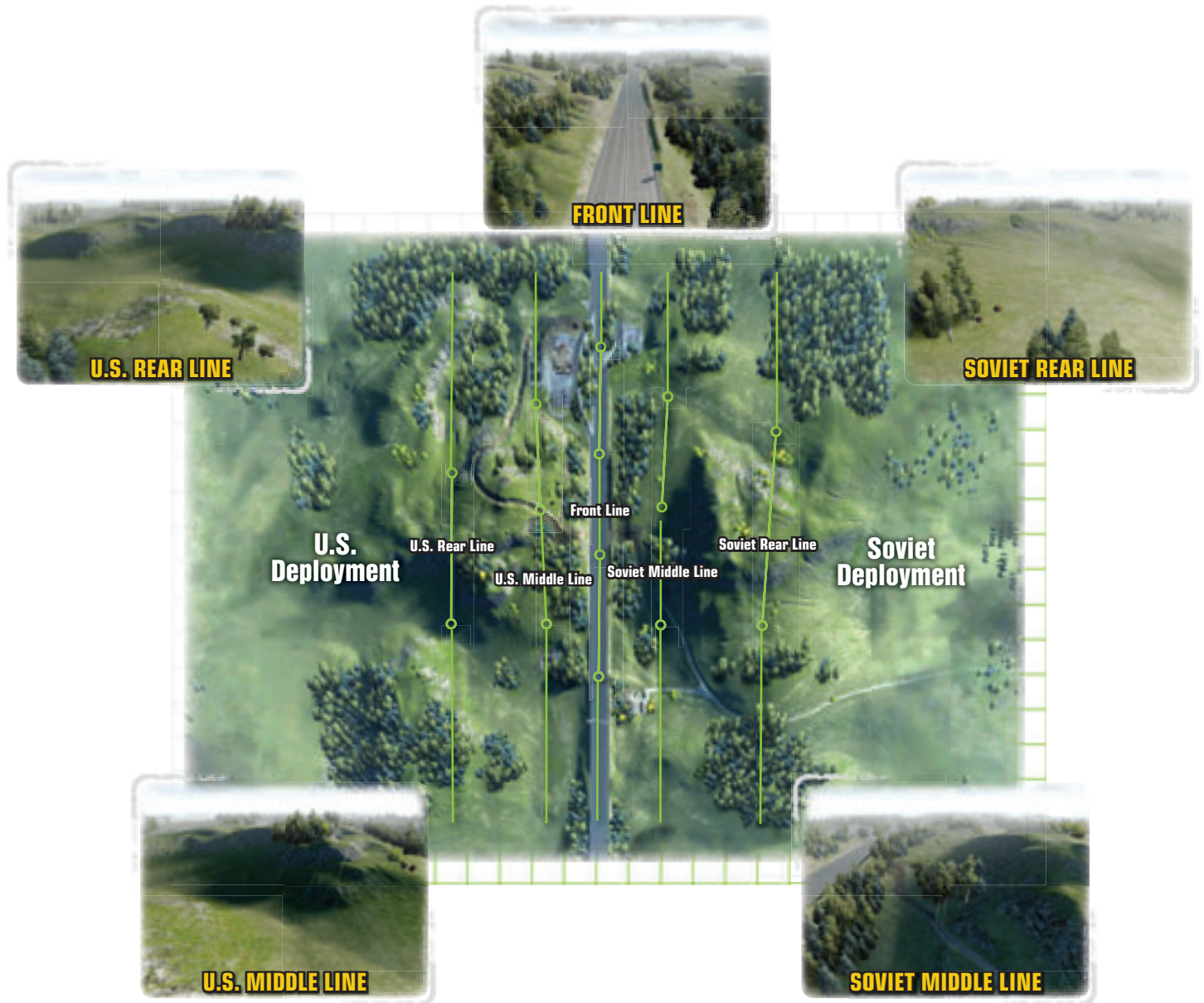
The bridge is the central command point and one of the first locations where battles usually occur. By controlling it, you can limit the opponent's access to the opposite side. Fords near the airstrip and the north farm can allow the Soviets to grab these locations and bypass the bridge altogether if the U.S. decides to make a stand there. Use the forests for hiding infantry, especially near the command points and the chokepoints at the bridge and fords.



HIGHWAY

The mist lies thick below an overcast sky as U.S. and Soviet forces struggle for control of an important stretch of freeway not far from Seattle.

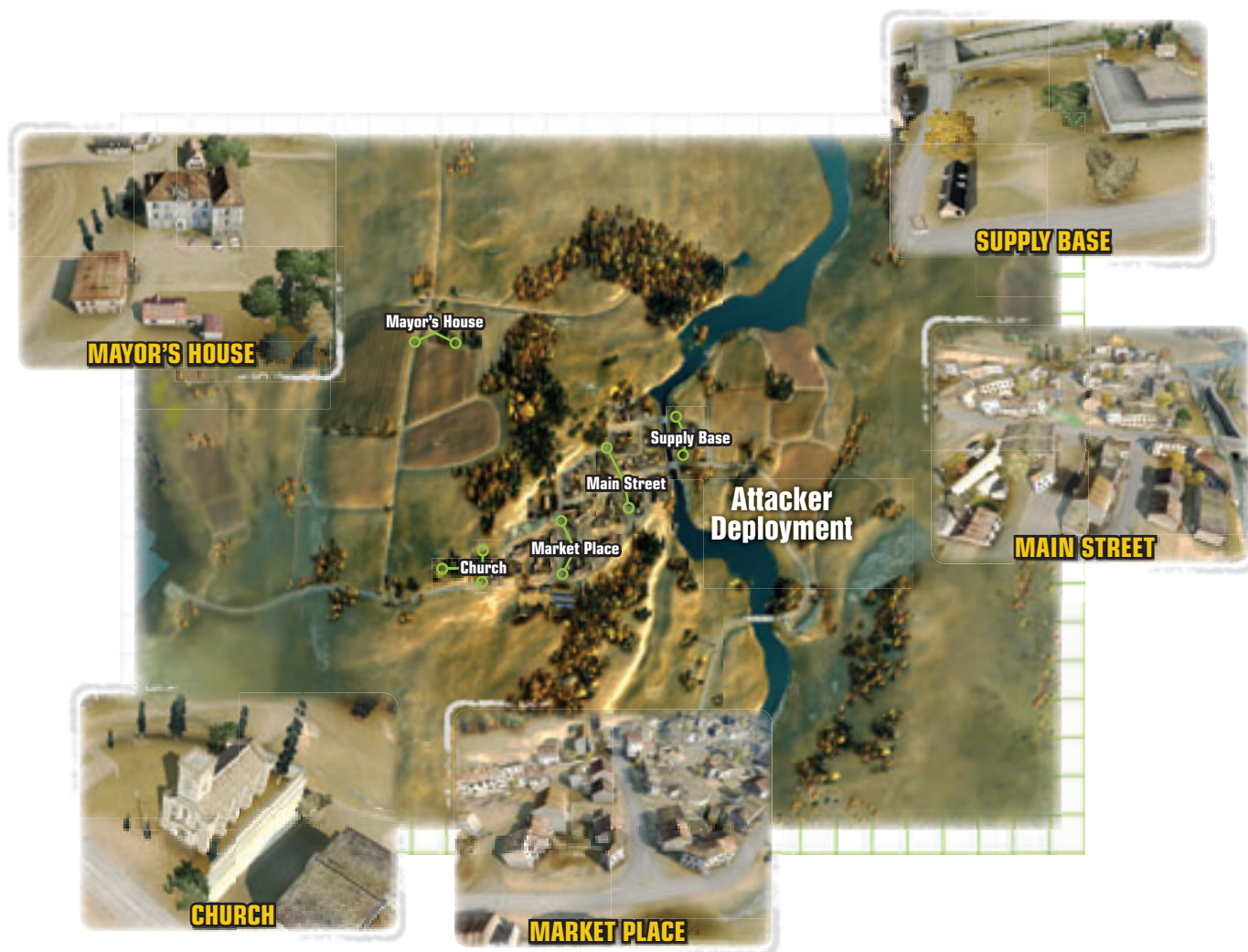
The U.S. starts in the west while the Soviets are in the east. The map contains lots of woods, making this a great tug-of-war battle for using infantry along the highway. However, the farther away from the highway you move, the more open ground there is.



HILLSIDE

The battle for southern France rages on as NATO and Soviet forces bombard a quaint French town to smithereens in their attempt to control it.

This is a very exciting assault mission. The streets through which the attackers must advance are narrow, and there are lots of buildings in which to hide infantry. The attackers should bring along some heavy artillery for taking down buildings. The attackers can actually do pretty well early on by using infantry to advance through the town. However, when you have to cross the open ground from the church to the mayor's house, call in some tanks.



HOMETOWN

The small rural town of Clearwater Creek has been occupied by the Russians, and a climactic battle ensues as U.S. forces try to liberate the area.

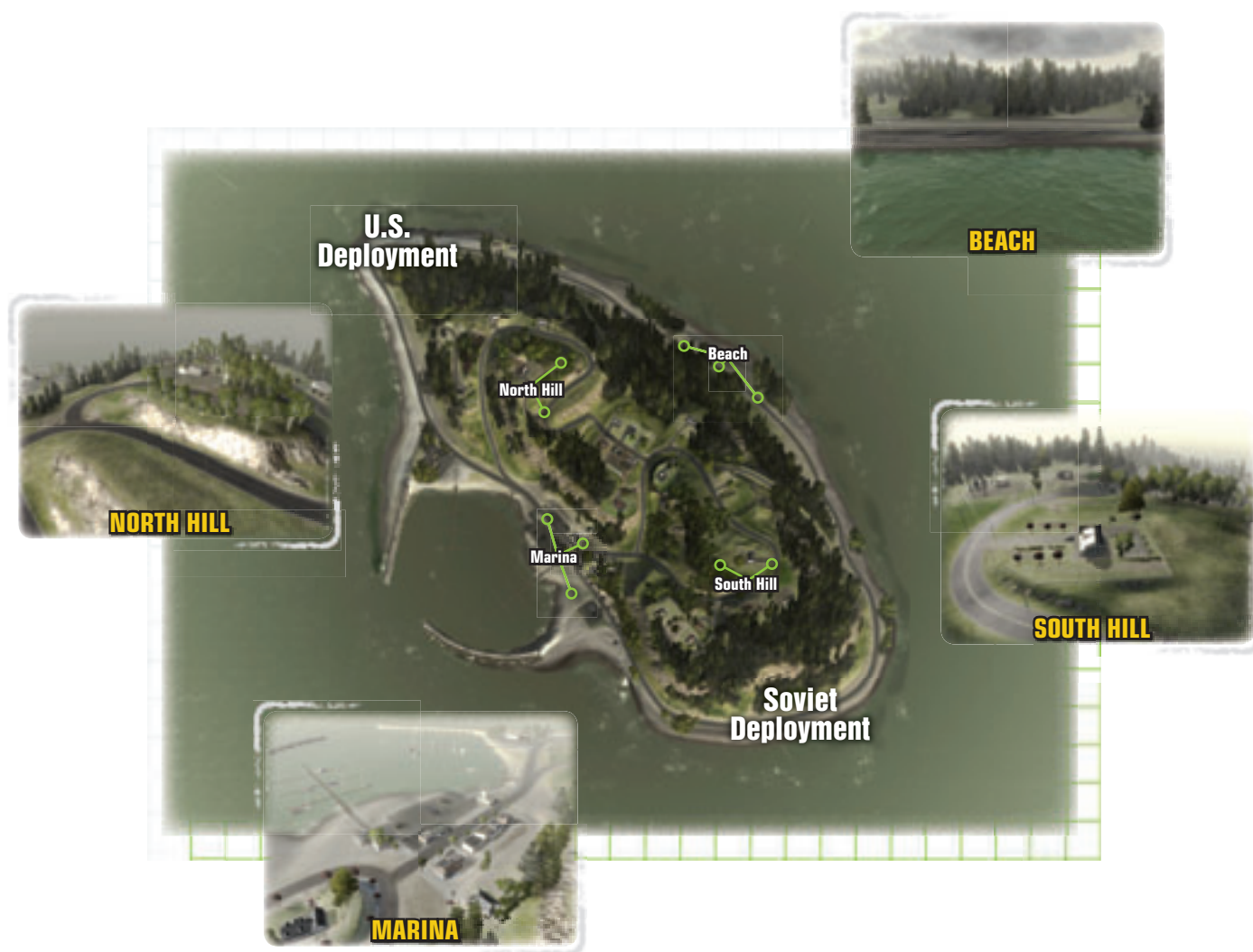
This map requires a well-rounded team. Armor is important to moving quickly to seize the command points, with infantry then brought up to defend. With four bridges over the river that meanders through the map, as well as a dam, there are five chokepoints that limit movement between command points. Drop those bridges or set up defenses around them to deny them to the enemy.



ISLAND

U.S. and Soviet forces struggle for control of a small island in Puget Sound, where the hilltops, beach, and marina become important strategic locations.

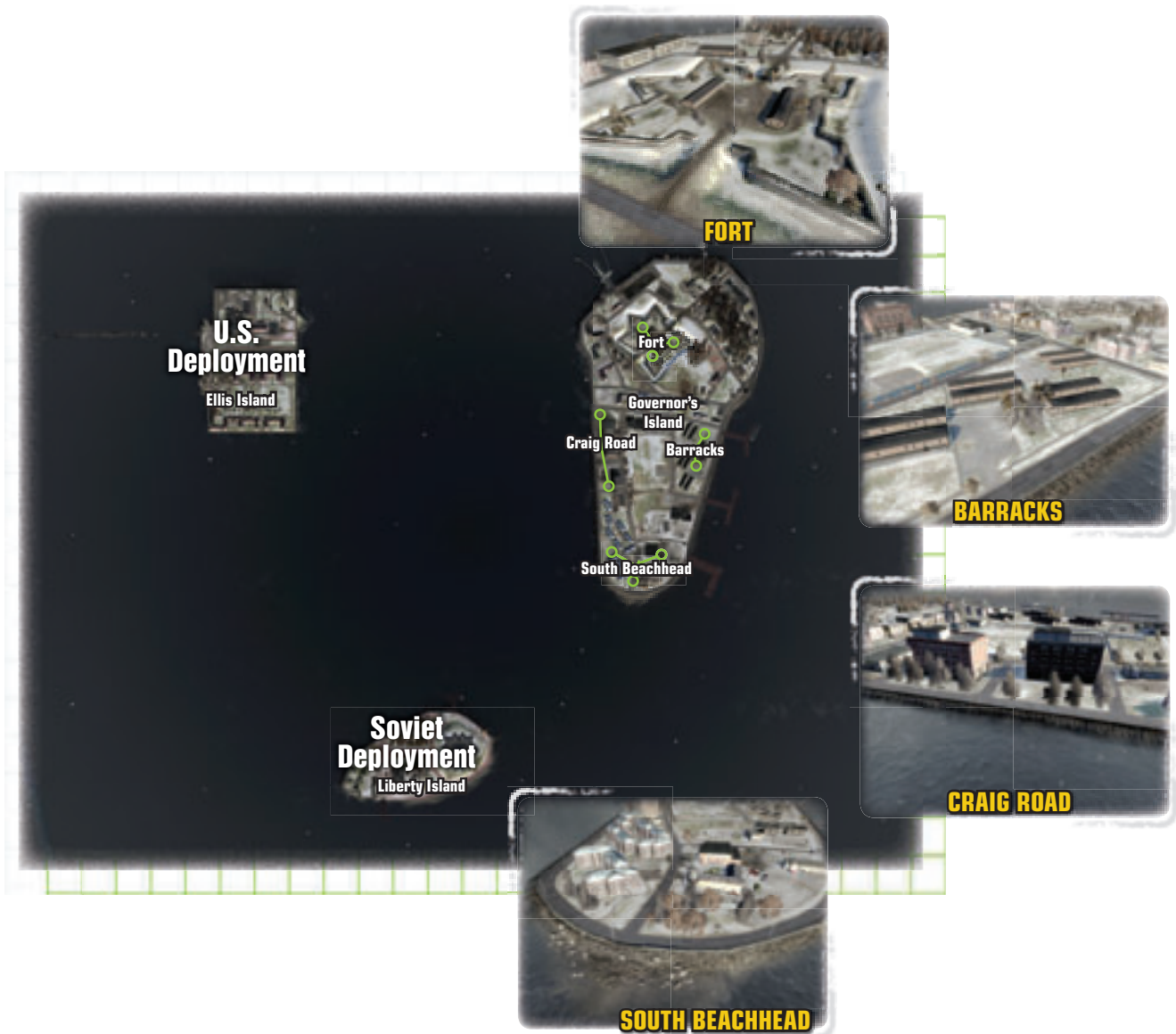
The Americans begin on the northwestern shoreline while the Soviets are on the opposite shore in the southeast. Because of the terrain, this is a good map for using air units since ground units have to follow somewhat-winding roads to get to the central command points on the hills. In addition, all of the command points are either near woods or buildings, so be sure to hide some infantry to help protect them from the enemy.



LIBERTY

The Statue of Liberty bears witness to a pitched battle between U.S. and Soviet forces in the New York Upper Bay.

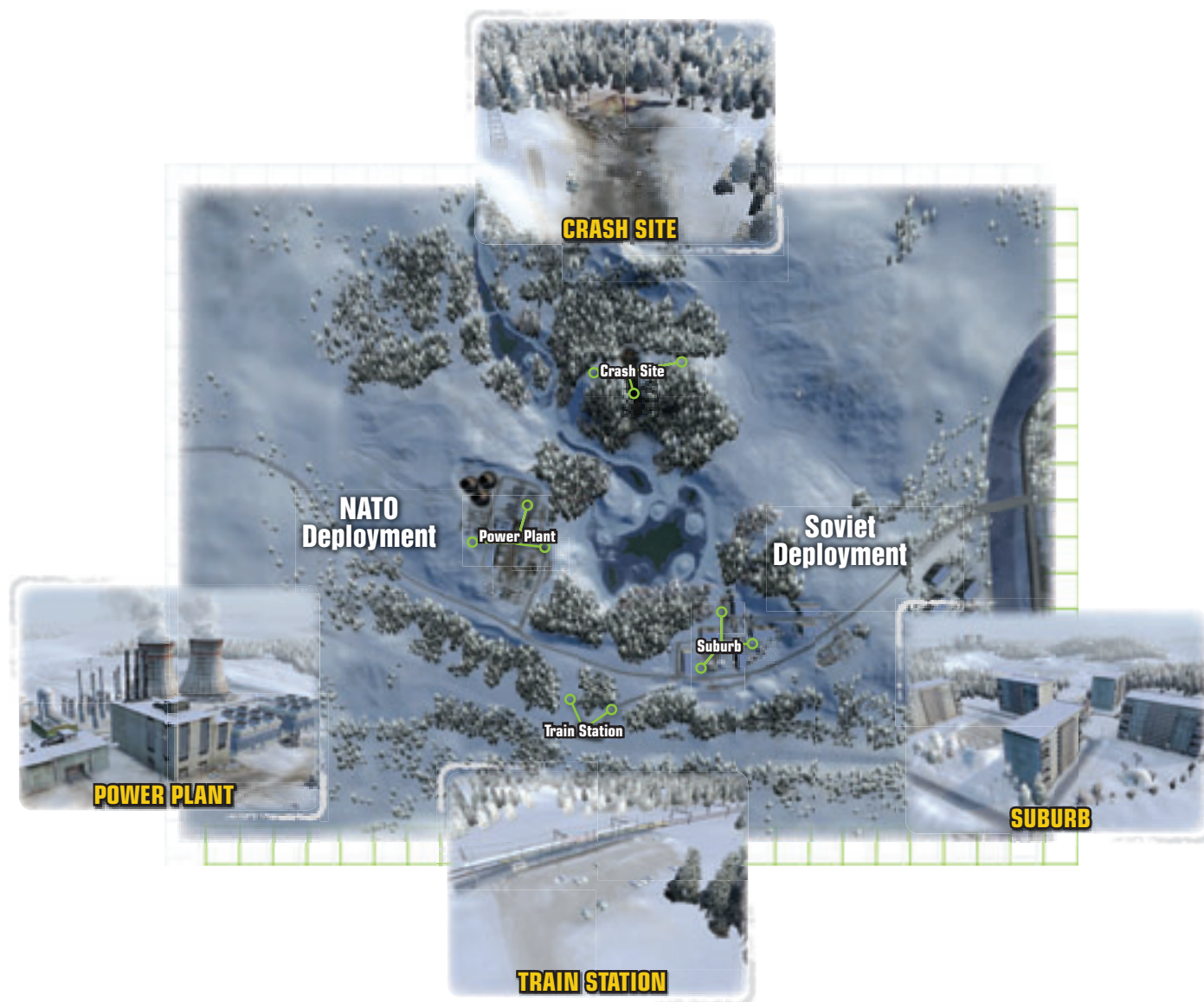
This map plays very differently from the rest. The U.S. forces deploy on Ellis Island, the Soviets deploy on Liberty Island, and all of the command points are on Governors Island. Those playing in the armor role can send amphibious armored transports swimming across the water to the command points. Infantry will have to either rely on these transports to carry them across to Governors Island or catch a ride on a transport helicopter. Airborne infantry and air-dropped troop transports and light tanks become very important on this map when you need to get some extra ground units on the island. In addition, the troop transports are the only repair units that you can get to Governors Island. Even as you capture command points, your drop zone stays on your initial island.



POWER PLANT

A snow-covered power plant constitutes one of several strategic targets when a NATO task force makes a foray into the Soviet Union.

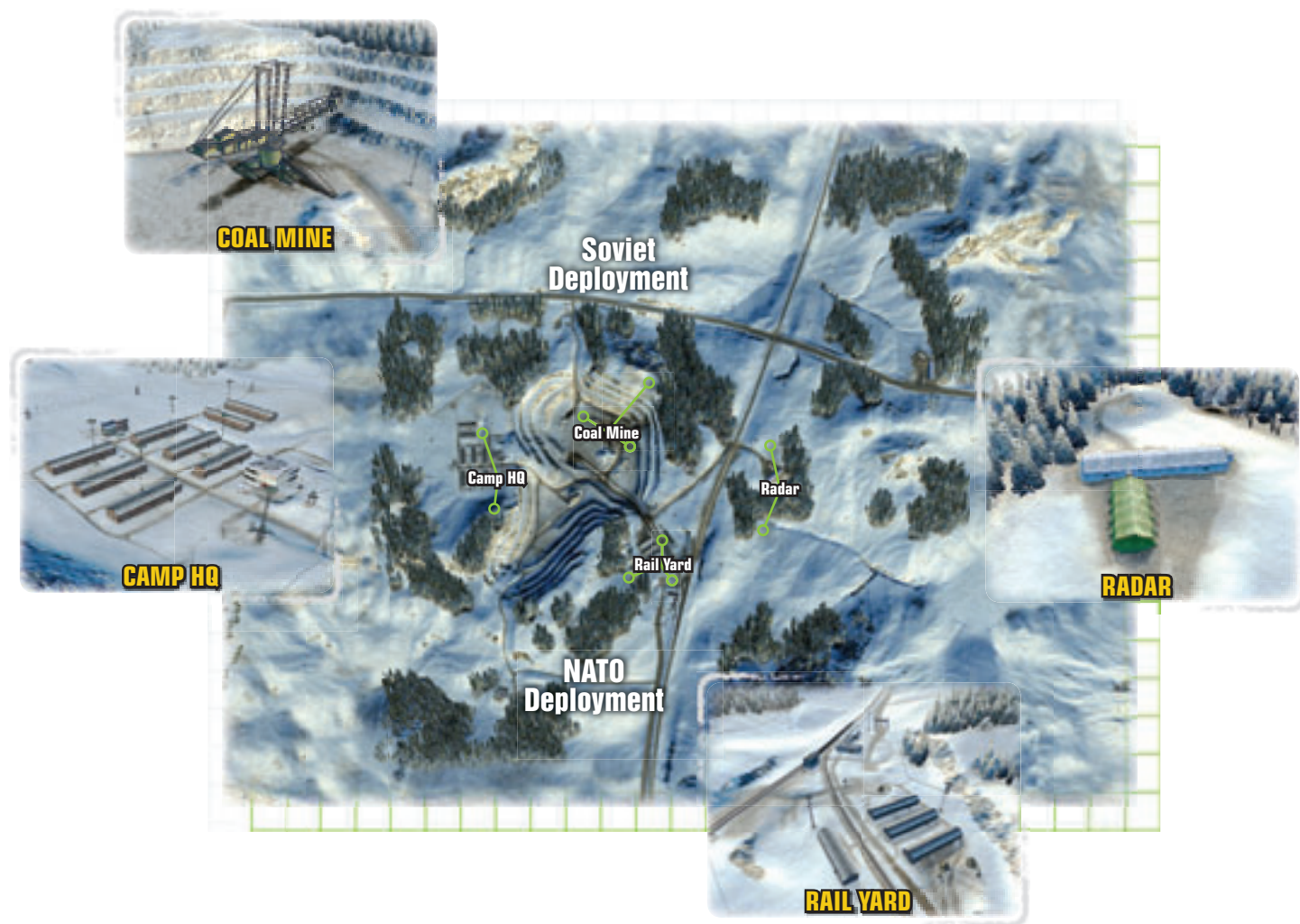
This is a fairly standard domination map. Tanks can operate well in the open area between the command points, while infantry can take cover in the woods and buildings near the control points to help defend. Air units are also very useful since the command points are distant from one another. Don't forget you can use napalm to burn paths through the forests for shortcuts.



QUARRY

Prolonged NATO operations on Soviet soil lead them to a large quarry, where battle erupts as Soviet forces gather to take on the challenge.

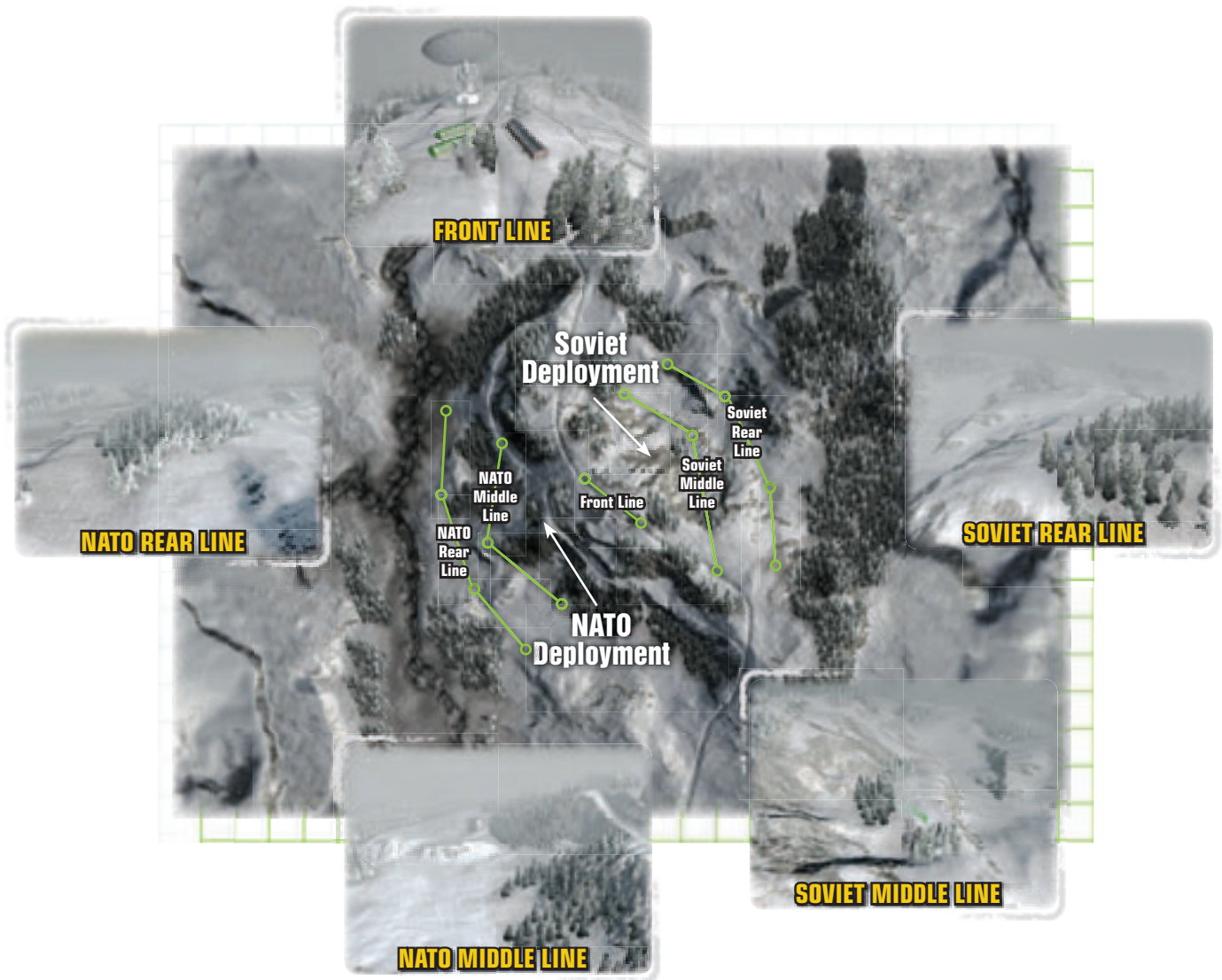
The ridgelines and cuts in the terrain can force your ground units to have to follow narrow paths through the middle part of this map. In addition, there are lots of small structures such as guard towers in which you can hide infantry. Try sending fast units such as troop transports loaded with infantry to grab the command points early, then follow on with tanks to help hold them.



RADAR

An old radar station becomes the focus of an ambitious NATO raid beyond the Soviet border, and the battle rages around a large central hill in a remote wooded area.

This tug-of-war map is different from the Highway map in that the center front line contains only two command points, with three and then four command points in the lines ranging out from the central front line. Therefore, concentrate your units at the middle of the map and then spread out as you advance. While there is some forest for infantry to use for cover, there is also a lot of open snow to cross when advancing to the next line.



RIVERBED

The fighting spreads into the Cascade Range foothills, where U.S. forces try to stem the tide of Soviet invasion.

This map has some rough terrain. Two of the command points are on the tops of hills. This map is great for combinations of infantry and armor. However, using transport helicopters to quickly carry infantry to some of the command points can also give you an early advantage. Just be sure to bring in tanks to help support them.



RIVIERA

A NATO offensive is launched with the aim to free southern France from Soviet occupation, and the high-intensity fighting turns the lush countryside into a pockmarked battlefield littered with the debris of war.

This map combines close city fighting with open combat. Both sides should try to secure as many of the command points as they can right from the start. Send your heavier units to the central locations, and then just light units—even a transport truck with an infantry unit—to take control of those positions farthest from the enemy's deployment area.



RUINS

Where a proud medieval castle once stood overlooking the ocean, NATO and Soviet forces now trade the first blows of World War III.

This is a relatively small domination map, which makes for some fast and furious games. The lighthouse command point can only be accessed by air or amphibious armored transport. Try to grab it early so you can start fortifying it. Once you earn some tactical aid points, you can also air-drop units onto this little island. However, they won't be able to get off on their own.



SEASIDE

The beautiful seaside town of Pine Valley turns into a quagmire of chaos and destruction as Soviet and U.S. forces battle for control of the area.

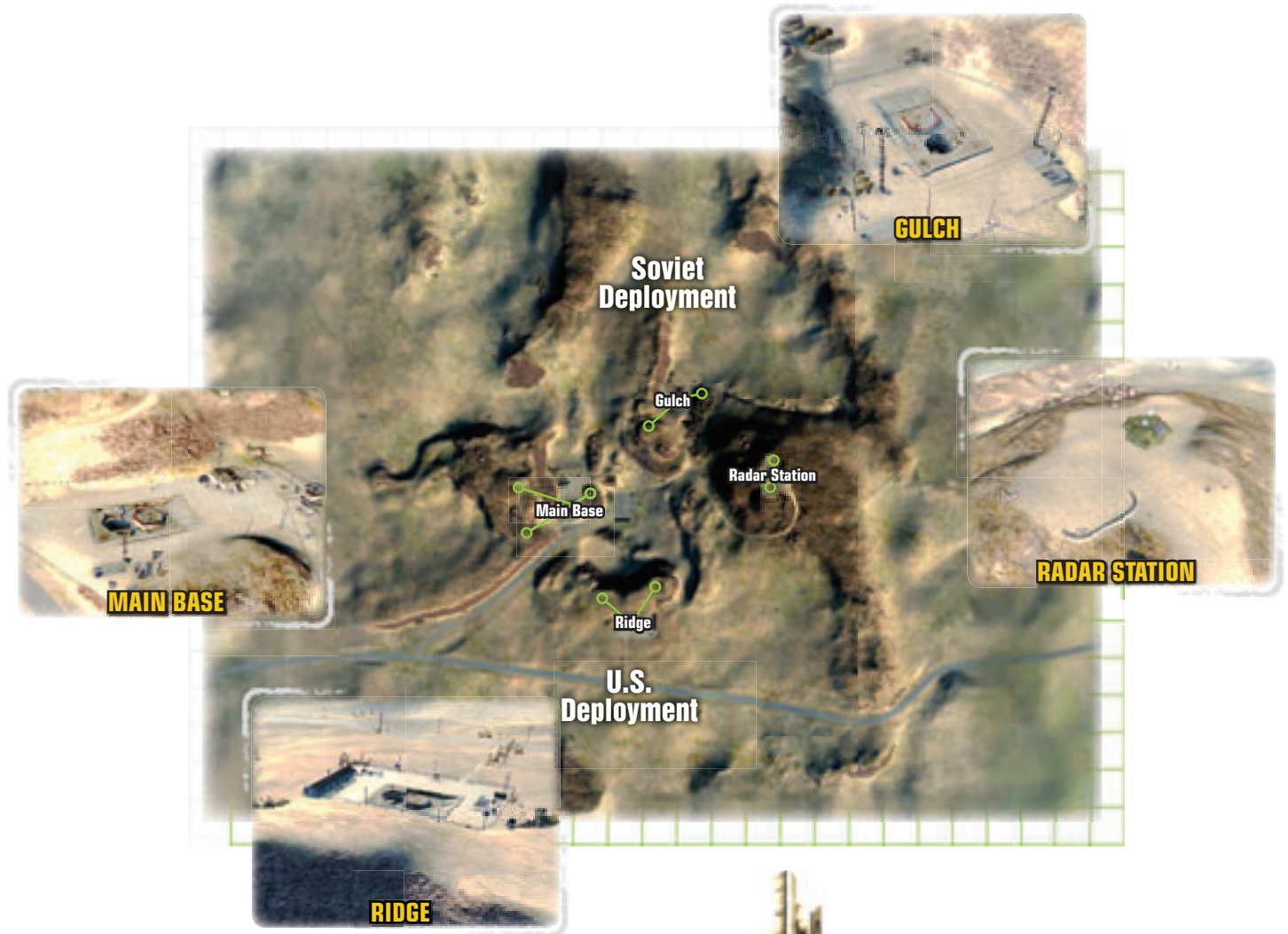
Seaside offers a lot of variety with the narrow city streets and the wide, open beach. Try to get some infantry to the town square right at the start. Load them into trucks and drive them quickly to secure those three perimeter points. Fortify those positions, then hide your infantry in the buildings. Both the supermarket and research facility can also be covered by infantry in the large buildings. Each of those buildings will hold two or three squads.



SILO

A Soviet task force makes a dash for a U.S. missile base in the Nevada desert with the intent to disable the silos, and the Americans scramble to defend their most precious military resources.

Silo is a quick domination mission where the command points are fairly close to one another. With little cover, infantry will have trouble staying alive. It is best to use armor and air units. Support units can really help out with artillery, antiair, and of course repairing the armor and air that are damaged.



SPACE NEEDLE

The lofty Space Needle looks down upon a city in flames as the armies of the two superpowers battle for supremacy over Seattle.

This is one of the biggest multiplayer maps. The Space Needle command point has four perimeter points, which can give you a big lead if you can take it early in the game as the U.S. The Soviets can also score big early by taking control of the Soviet main base and the supply base. Your team will really need to use combined arms tactics if you want to win on this map.



TYPHOON

The sun rises over the icy Barents Sea and shines a cold light on a NATO assault force trying to capture a Soviet naval yard while facing stiff opposition.

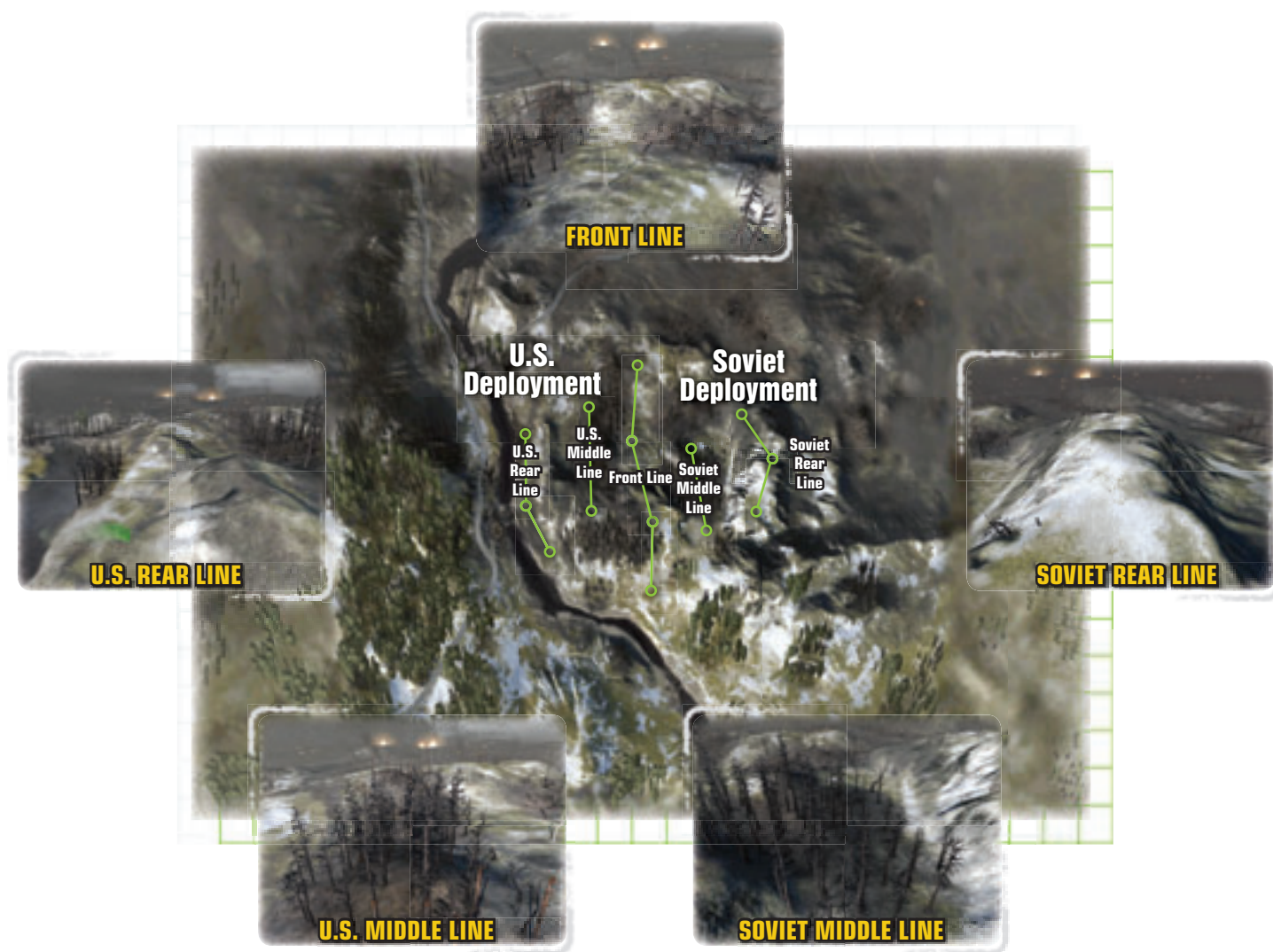
This can be a tough mission for the attackers since they only have 10 minutes to secure seven different spots with a total of 15 perimeter points. It is a good idea to send part of your team to the next command points before they even appear. Then when the current objective has been taken, the next will fall in quick succession. As defenders, take advantage of the bunkers, fire towers, and other structures you can hide infantry within.



WASTELAND

Armageddon looms on the horizon as U.S. and Soviet troops try to expand their front line across this twilight wasteland.

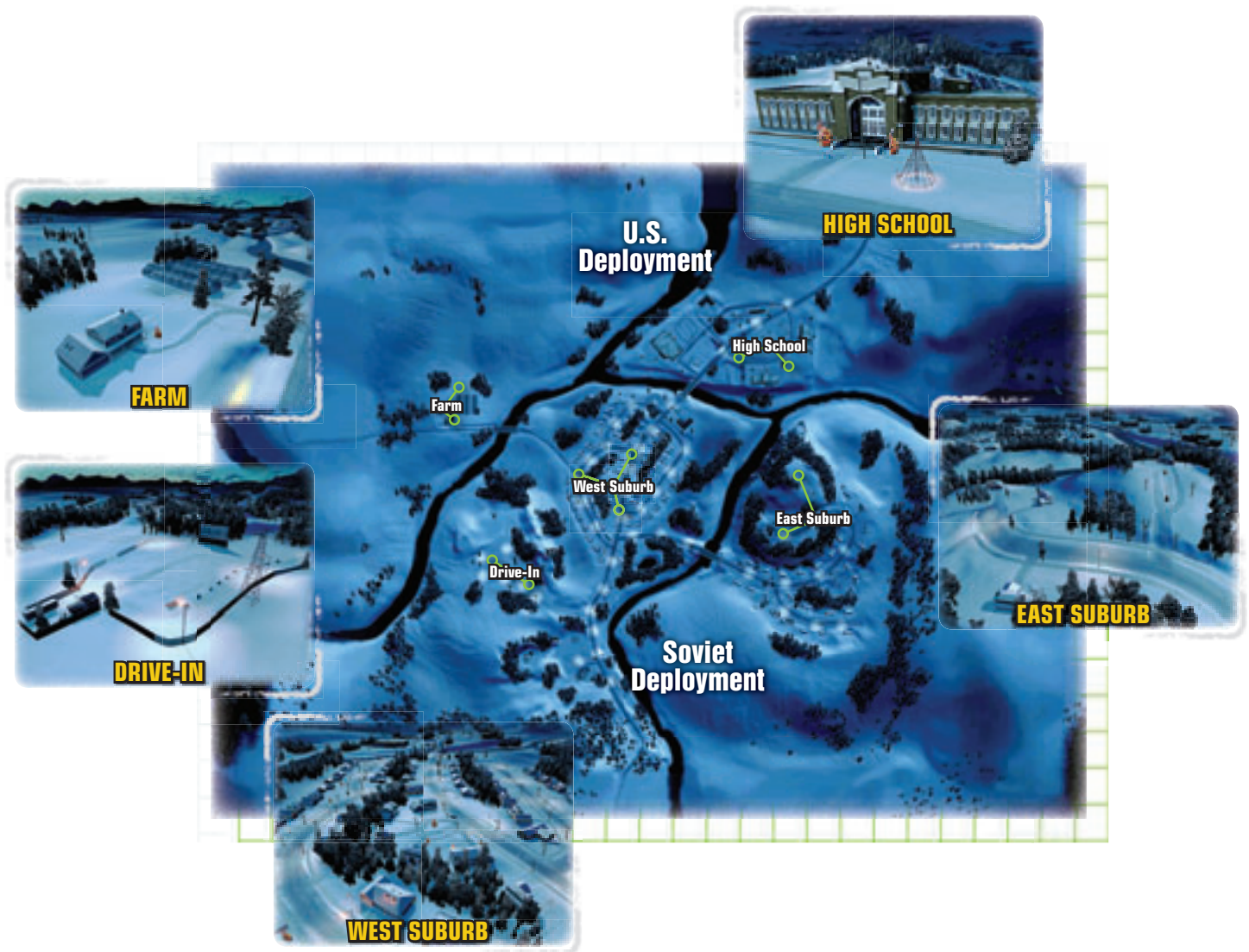
This tug-of-war map starts off with four command points in the center, two in the second line, and three in the final line. Though this area used to have forests, much of it has burned down as a result of the tactical nuke used on Cascade Falls. Therefore, there is not much cover along the lines you will be fighting. Remember—as you advance, you can move your drop zone forward each time you capture a line.



XMAS

The citizens of Cascade Falls are forced to flee the Soviet invaders as intense fighting erupts among the Christmas decorations and snow-covered lawns of this otherwise quiet mountain town.

This domination map requires a team to use combined arms tactics. Neither infantry nor armor can accomplish all the objectives alone. The middle of the map is filled with lots of homes that can hide infantry. So if you can get your troops to the west suburb and capture it before the enemy, it is easy to defend. The Soviets should try to destroy the northern and western bridges since the U.S. must use them to get reinforcements quickly across the river. Call in laser-guided bombs on these bridges to do the job.



U.S. UNITS

| Unit Type | Infantry Squad | Anti-Tank Infantry Squad | Sniper | Demolition Engineer | Airborne Infantry Squad | Troop Transport | Transport Truck | Light Tank | Medium Tank | Heavy Tank | |
|-----------------------------|---|---|-------------|--------------------------|------------------------------|------------------------|-----------------|------------------------------|-----------------|-------------------|--|
| Unit Name | U.S. Infantry Squad | U.S. Anti-Tank Squad | U.S. Sniper | U.S. Demolition Engineer | U.S. Airborne Infantry Squad | M1025 HMMWW | M939 | M551A1 Sheridan | M60A3 Patton | M1A1 Abrams | |
| Cost for Infantry Role | 650 | 800 | 500 | 600 | N/A | 550 | 300 | N/A | 1,000 | N/A | |
| Cost for Armor Role | 1,000 | N/A | N/A | 900 | N/A | 700 | N/A | 600 | 800 | 1,200 | |
| Cost for Support Role | 850 | N/A | N/A | 600 | N/A | 550 | N/A | N/A | 1,200 | N/A | |
| Cost for Air Role | 1,000 | N/A | N/A | 900 | N/A | 850 | N/A | N/A | 1,200 | N/A | |
| Score | 14.3 | 16.9 | 5.2 | 6.5 | 10.4 | 11.7 | 6.5 | 15.6 | 20.8 | 31.2 | |
| Health | 490 (each soldier) | 490 (each soldier) | 490 | 490 | 490 (each soldier) | 857 | 1,225 | 1,408 | 1,592 | 1,837 | |
| Max Speed | 5 m/s | 5 m/s | 5 m/s | 5 m/s | 5 m/s | 18 m/s | 17 m/s | 16 m/s | 14 m/s | 12 m/s | |
| Armor (front/side/rear/top) | 100/100/100/100 | 100/100/100/100 | 0/0/0/0 | 100/100/100/100 | 100/100/100/100 | 150/150/150/150 | 150/150/150/150 | 475/300/275/275 | 650/500/375/375 | 1,100/800/550/550 | |
| View Range | 220 m | 220 m | 220 m | 220 m | 220 m | 145 m | 145 m | 100 m | 105 m | 120 m | |
| Perception Range | 50 m | 50 m | 50 m | 50 m | 50 m | 50 m | 50 m | 20 m | 20 m | 20 m | |
| Offensive Special Ability | Grenade launcher barrage | N/A | N/A | Demolition charge | Direct artillery | Armor-piercing bullets | N/A | Shillelagh anti-tank missile | WP shell | HEAT shell | |
| Recharge Time | 20 s | N/A | N/A | 30 s | 90 s | 30 s | N/A | 30 s | 40 s | 30 s | |
| Defensive Special Ability | Sprint | Sprint | Sprint | Sprint | Sprint | N/A | N/A | Smoke screen | Smoke screen | Smoke screen | |
| Recharge Time | 20 s | 20 s | 20 s | 20 s | 20 s | N/A | N/A | 45 s | 45 s | 45 s | |
| Projectile Type | Straight | Straight | Straight | Straight | Straight | Straight | N/A | Straight | Straight | Straight | |
| Fire Range | 100 m | 100 m | 100 m | 100 m | 100 m | 100 m | N/A | 190 m | 230 m | 250 m | |
| Max Direct Damage | 321 against infantry, 46 against helicopters, 33 against ground vehicles | 166 against infantry, 100 against ground vehicles | 2,500 | 83 | 333 | 121 | N/A | 70 | 50 | 51 | |
| Armor Piercing | 55 (rifleman and medic) 65 (machine gunner) 450 (AA soldier) 600 (AT soldier) | 55 (rifleman and medic) 600 (AT soldiers) | 30 | 55 | 55 | 80 | N/A | 175 | 250 | 500 | |
| Max Blast Damage | 0 | 0 | 0 | 0 | 0 | 0 | N/A | 40 | 33 | 9 | |
| Blast Armor Piercing | 0 | 0 | 0 | 0 | 0 | 0 | N/A | 120 | 120 | 120 | |
| Blast Radius | 0 | 0 | 0 | 0 | 0 | 0 | N/A | 4 m | 6 m | 2 m | |
| Target Ground Vehicles | Yes | Yes | No | No | No | Yes | N/A | Yes | Yes | Yes | |
| Target Infantry | Yes | Yes | Yes | Yes | Yes | Yes | N/A | Yes | Yes | Yes | |
| Target Air | Yes | No | No | No | No | Yes | N/A | No | No | No | |
| Transport Infantry | No | No | No | No | No | Yes | Yes | No | No | No | |
| Repairing HP | N/A | N/A | N/A | N/A | N/A | 30/s | N/A | N/A | N/A | N/A | |

| | Armored Transport | Amphibious Armored Transport | Medium Anti-air Vehicle | Heavy Anti-air Vehicle | Medium Artillery | Heavy Artillery | Repair Tank | Heavy Attack Helicopter | Medium Attack Helicopter | Transport Helicopter | Scout Helicopter |
|--|-------------------|--------------------------------|-------------------------|------------------------|------------------------|----------------------|-------------------|-------------------------|--------------------------|----------------------|------------------|
| | M2A2 Bradley | AAVP7A1 | M163 VADS | M730A2 | M125 MCV | M270 MLRS | M88A1 ARV | AH-64A Apache | AH-1W Super Cobra | UH-60 Black Hawk | OH-6A Cayuse |
| | 1,000 | 850 | 850 | N/A | 1,200 | N/A | N/A | N/A | 1,200 | 850 | 800 |
| | 750 | 650 | 1,000 | N/A | 1,000 | N/A | N/A | N/A | 1,400 | 1,000 | 900 |
| | 1,100 | 1,000 | 650 | 900 | 900 | 1,900 | 900 | N/A | 1,400 | 1,000 | 900 |
| | 1,100 | 1,000 | 1,000 | N/A | 1,000 | N/A | N/A | 1,200 | 900 | 650 | 600 |
| | 18.2 | 16.9 | 13 | 13 | 18.2 | 45.5 | 19.5 | 15.6 | 15.6 | 13 | 11 |
| | 1,225 | 1,102 | 1,225 | 1,225 | 1,102 | 1,347 | 1,837 | 980 | 980 | 1,225 | 980 |
| | 16 m/s | 12 m/s | 14 m/s | 14 m/s | 16 m/s | 9 m/s | 14 m/s | 34 m/s | 36 m/s | 30 m/s | 40 m/s |
| | 400/350/300/300 | 400/350/300/300 | 300/300/300/300 | 300/300/300/300 | 275/275/275/275 | 350/350/350/350 | 300/285/240/240 | 350/350/350/350 | 350/350/350/350 | 350/350/350/350 | 250/250/250/250 |
| | 145 m | 145 m | 150 m | 150 m | 120 m | 120 m | 90 m | 250 m | 250 m | 175 m | 300 m |
| | 20 m | 20 m | 20 m | 20 m | 20 m | 20 m | 20 m | 5 m | 5 m | 5 m | 5 m |
| | TOW missile | Mk-19 grenade launcher barrage | Ground support | N/A | White phosphorus round | Deliver smoke screen | Emergency repairs | Hellfire missile | Sidewinder missile | N/A | IR scan |
| | 45 s | 25 s | 10 s | N/A | 20 s | 40 s | 30 s | 50 s | 30 s | N/A | 20 s |
| | Smoke screen | Smoke screen | N/A | Smoke screen | N/A | N/A | Field repairs | Drop flares | Drop flares | Drop flares | Drop flares |
| | 45 s | 45 s | N/A | 45 s | N/A | N/A | 30 s | 30 s | 30 s | 30 s | 30 s |
| | Straight | Straight | Straight | Homing | Ballistic | Ballistic | N/A | Straight | Straight | N/A | Straight |
| | 140 m | 140 m | 150 m | 150 m | 550 m | 750 m | N/A | 125 m | 125 m | N/A | 90 m |
| | 185 | 158 | 714 | 233 | 175 | 300 | N/A | 61 | 183 | N/A | 63 |
| | 120 | 120 | 250 | 450 | 700 | 1,000 | N/A | 370 | 160 | N/A | 100 |
| | 246 | 168 | 0 | 133 | 125 | 300 | N/A | 91 | 174 | N/A | 103 |
| | 80 | 80 | 0 | 55 | 130 | 94 | N/A | 150 | 80 | N/A | 100 |
| | 4 m | 4 m | 0 | 10 m | 20 m | 20 m | N/A | 7 m | 4 m | N/A | 4 m |
| | Yes | Yes | No | No | Yes | Yes | N/A | Yes | Yes | N/A | Yes |
| | Yes | Yes | No | No | Yes | Yes | N/A | Yes | Yes | N/A | Yes |
| | Yes | Yes | Yes | Yes | No | No | N/A | Yes | Yes | N/A | No |
| | Yes | Yes | No | No | No | No | No | No | No | Yes | No |
| | N/A | N/A | N/A | N/A | N/A | N/A | 40/s | N/A | N/A | N/A | N/A |

NATO UNITS

| Unit Type | Infantry Squad | Anti-Tank Infantry Squad | Sniper | Demolition Engineer | Airborne Infantry Squad | Troop Transport | Transport Truck | Light Tank | Medium Tank | Heavy Tank | |
|-----------------------------|---|---|-------------|--------------------------|------------------------------|------------------------|-----------------|-----------------|-----------------|-------------------|--|
| Unit Name | NATO Infantry Squad | NATO Anti-Tank Squad | NATO Sniper | NATO Demolition Engineer | NATO Airborne Infantry Squad | D90 | TRM 4000 | FV101 Scorpion | Chieftain Mk 5 | Leopard 2A4 | |
| Cost for Infantry Role | 650 | 800 | 500 | 600 | N/A | 550 | 300 | N/A | 1,000 | N/A | |
| Cost for Armor Role | 1,000 | N/A | N/A | 900 | N/A | 700 | N/A | 600 | 800 | 1,200 | |
| Cost for Support Role | 850 | N/A | N/A | 600 | N/A | 550 | N/A | N/A | 1,200 | N/A | |
| Cost for Air Role | 1,000 | N/A | N/A | 900 | N/A | 850 | N/A | N/A | 1,200 | N/A | |
| Score | 14.3 | 16.9 | 5.2 | 6.5 | 10.4 | 11.7 | 6.5 | 15.6 | 20.8 | 31.2 | |
| Health | 490 (each soldier) | 490 (each soldier) | 490 | 490 | 490 (each soldier) | 857 | 1,225 | 1,408 | 1,592 | 1,837 | |
| Max Speed | 5 m/s | 5 m/s | 5 m/s | 5 m/s | 5 m/s | 18 m/s | 17 m/s | 16 m/s | 14 m/s | 12 m/s | |
| Armor (front/side/rear/top) | 100/100/100/100 | 100/100/100/100 | 0/0/0/0 | 100/100/100/100 | 100/100/100/100 | 150/150/150/150 | 150/150/150/150 | 475/300/275/275 | 650/500/375/375 | 1,100/800/550/550 | |
| View Range | 220 m | 220 m | 220 m | 220 m | 220 m | 145 m | 145 m | 100 m | 105 m | 120 m | |
| Perception Range | 50 m | 50 m | 50 m | 50 m | 50 m | 50 m | 50 m | 20 m | 20 m | 20 m | |
| Offensive Special Ability | Grenade launcher barrage | N/A | N/A | Demolition charge | Direct artillery | Armor-piercing bullets | N/A | HESH round | WP shell | HEAT shell | |
| Recharge Time | 20 s | N/A | N/A | 30 s | 90 s | 30 s | N/A | 30 s | 40 s | 30 s | |
| Defensive Special Ability | Sprint | Sprint | Sprint | Sprint | Sprint | N/A | N/A | Smoke screen | Smoke screen | Smoke screen | |
| Recharge Time | 20 s | 20 s | 20 s | 20 s | 20 s | N/A | N/A | 45 s | 45 s | 45 s | |
| Projectile Type | Straight | Straight | Straight | Straight | Straight | Straight | N/A | Straight | Straight | Straight | |
| Fire Range | 100 m | 100 m | 100 m | 100 m | 100 m | 100 m | N/A | 190 m | 230 m | 250 m | |
| Max Direct Damage | 321 against infantry, 46 against helicopters, 33 against ground vehicles | 166 against infantry, 100 against ground vehicles | 2,500 | 83 | 333 | 121 | N/A | 70 | 50 | 51 | |
| Armor Piercing | 55 (rifleman and medic) 65 (machine gunner) 450 (AA soldier) 600 (AT soldier) | 55 (rifleman and medic) 600 (AT soldiers) | 30 | 55 | 55 | 80 | N/A | 175 | 250 | 500 | |
| Max Blast Damage | 0 | 0 | 0 | 0 | 0 | 0 | N/A | 40 | 33 | 9 | |
| Blast Armor Piercing | 0 | 0 | 0 | 0 | 0 | 0 | N/A | 120 | 120 | 120 | |
| Blast Radius | 0 | 0 | 0 | 0 | 0 | 0 | N/A | 4 m | 6 m | 2 m | |
| Target Ground Vehicles | Yes | Yes | No | No | No | Yes | N/A | Yes | Yes | Yes | |
| Target Infantry | Yes | Yes | Yes | Yes | Yes | Yes | N/A | Yes | Yes | Yes | |
| Target Air | Yes | No | No | No | No | Yes | N/A | No | No | No | |
| Transport Infantry | No | No | No | No | No | Yes | Yes | No | No | No | |
| Repairing HP | N/A | N/A | N/A | N/A | N/A | 30/s | N/A | N/A | N/A | N/A | |

| | Armored Transport | Amphibious Armored Transport | Medium Anti-air Vehicle | Heavy Anti-air Vehicle | Medium Artillery | Heavy Artillery | Repair Tank | Heavy Attack Helicopter | Medium Attack Helicopter | Transport Helicopter | Scout Helicopter |
|--|-------------------|------------------------------|-------------------------|------------------------|------------------------|----------------------|-------------------|-------------------------|--------------------------|----------------------|------------------|
| | FV510 Warrior | Luchs | Gepard | Roland | FV432 | LARS 110 SF 2 | AAVR | A129 Mangusta | SA-341 Gazelle | SA-330 Super Puma | PAH-1 |
| | 1,000 | 850 | 850 | N/A | 1,200 | N/A | N/A | N/A | 1,200 | 850 | 800 |
| | 750 | 650 | 1,000 | N/A | 1,000 | N/A | N/A | N/A | 1,400 | 1,000 | 900 |
| | 1,100 | 1,000 | 650 | 900 | 900 | 1,900 | 900 | N/A | 1,400 | 1,000 | 900 |
| | 1,100 | 1,000 | 1,000 | N/A | 1,000 | N/A | N/A | 1,200 | 900 | 650 | 600 |
| | 18.2 | 16.9 | 13 | 13 | 18.2 | 45.5 | 19.5 | 15.6 | 15.6 | 13 | 11 |
| | 1,225 | 1,102 | 1,225 | 1,225 | 1,102 | 1,347 | 1,837 | 980 | 980 | 1,225 | 980 |
| | 16 m/s | 12 m/s | 14 m/s | 14 m/s | 16 m/s | 9 m/s | 14 m/s | 34 m/s | 36 m/s | 30 m/s | 40 m/s |
| | 400/350/300/300 | 400/350/300/300 | 300/300/300/300 | 300/300/300/300 | 275/275/275/275 | 350/350/350/350 | 300/285/240/240 | 350/350/350/350 | 350/350/350/350 | 350/350/350/350 | 250/250/250/250 |
| | 145 m | 145 m | 150 m | 150 m | 120 m | 120 m | 90 m | 250 m | 250 m | 175 m | 300 m |
| | 20 m | 20 m | 20 m | 20 m | 20 m | 20 m | 20 m | 5 m | 5 m | 5 m | 5 m |
| | AP rounds | Incendiary ammunition | Ground support | N/A | White phosphorus round | Deliver smoke screen | Emergency repairs | HOT missile | Mistral missile | N/A | IR scan |
| | 45 s | 25 s | 10 s | N/A | 20 s | 40 s | 30 s | 50 s | 30 s | N/A | 20 s |
| | Smoke screen | Smoke screen | N/A | Smoke screen | N/A | N/A | Field repairs | Drop flares | Drop flares | Drop flares | Drop flares |
| | 45 s | 45 s | N/A | 45 s | N/A | N/A | 30 s | 30 s | 30 s | 30 s | 30 s |
| | Straight | Straight | Straight | Homing | Ballistic | Ballistic | N/A | Straight | Straight | N/A | Straight |
| | 140 m | 140 m | 150 m | 150 m | 550 m | 750 m | N/A | 125 m | 125 m | N/A | 90 m |
| | 185 | 158 | 714 | 233 | 175 | 300 | N/A | 61 | 183 | N/A | 63 |
| | 120 | 120 | 250 | 450 | 700 | 1,000 | N/A | 370 | 160 | N/A | 100 |
| | 246 | 168 | 0 | 133 | 125 | 294 | N/A | 91 | 174 | N/A | 103 |
| | 80 | 80 | 0 | 55 | 130 | 276 | N/A | 150 | 80 | N/A | 100 |
| | 4 m | 4 m | 0 | 10 m | 20 m | 12 m | N/A | 7 m | 4 m | N/A | 4 m |
| | Yes | Yes | No | No | Yes | Yes | N/A | Yes | Yes | N/A | Yes |
| | Yes | Yes | No | No | Yes | Yes | N/A | Yes | Yes | N/A | Yes |
| | Yes | Yes | Yes | Yes | No | No | N/A | Yes | Yes | N/A | No |
| | Yes | Yes | No | No | No | No | No | No | No | Yes | No |
| | N/A | N/A | N/A | N/A | N/A | N/A | 40/s | N/A | N/A | N/A | N/A |

SOVIET UNITS

| Unit Type | Infantry Squad | Anti-Tank Infantry Squad | Sniper | Demolition Engineer | Airborne Infantry Squad | Troop Transport | Transport Truck | Light Tank | Medium Tank | Heavy Tank | |
|-----------------------------|---|---|---------------|----------------------------|--------------------------------|------------------------|-----------------|---------------------|-----------------|-------------------|--|
| Unit Name | Soviet Infantry Squad | Soviet Anti-Tank Squad | Soviet Sniper | Soviet Demolition Engineer | Soviet Airborne Infantry Squad | UAZ-469 | Ural 4320 | PT-76 | T-62 | T-80 U | |
| Cost for Infantry Role | 650 | 800 | 500 | 600 | N/A | 550 | 300 | N/A | 1,000 | N/A | |
| Cost for Armor Role | 1,000 | N/A | N/A | 900 | N/A | 700 | N/A | 600 | 800 | 1,200 | |
| Cost for Support Role | 850 | N/A | N/A | 600 | N/A | 550 | N/A | N/A | 1,200 | N/A | |
| Cost for Air Role | 1,000 | N/A | N/A | 900 | N/A | 850 | N/A | N/A | 1,200 | N/A | |
| Score | 14.3 | 16.9 | 5.2 | 6.5 | 10.4 | 11.7 | 6.5 | 15.6 | 20.8 | 31.2 | |
| Health | 490 (each soldier) | 490 (each soldier) | 490 | 490 | 490 (each soldier) | 857 | 1,225 | 1,408 | 1,592 | 1,837 | |
| Max Speed | 5 m/s | 5 m/s | 5 m/s | 5 m/s | 5 m/s | 18 m/s | 17 m/s | 16 m/s | 14 m/s | 12 m/s | |
| Armor (front/side/rear/top) | 100/100/100/100 | 100/100/100/100 | 0/0/0/0 | 100/100/100/100 | 100/100/100/100 | 150/150/150/150 | 150/150/150/150 | 475/300/275/275 | 650/500/375/375 | 1,100/800/550/550 | |
| View Range | 220 m | 220 m | 220 m | 220 m | 220 m | 145 m | 145 m | 100 m | 105 m | 120 m | |
| Perception Range | 50 m | 50 m | 50 m | 50 m | 50 m | 50 m | 50 m | 20 m | 20 m | 20 m | |
| Offensive Special Ability | Grenade launcher barrage | N/A | N/A | Demolition charge | Direct artillery | Armor-piercing bullets | N/A | AT-4 Spigot missile | Frag-HE shell | HEAT shell | |
| Recharge Time | 20 s | N/A | N/A | 30 s | 90 s | 30 s | N/A | 30 s | 40 s | 30 s | |
| Defensive Special Ability | Sprint | Sprint | Sprint | Sprint | Sprint | N/A | N/A | Smoke screen | Smoke screen | Smoke screen | |
| Recharge Time | 20 s | 20 s | 20 s | 20 s | 20 s | N/A | N/A | 45 s | 45 s | 45 s | |
| Projectile Type | Straight | Straight | Straight | Straight | Straight | Straight | N/A | Straight | Straight | Straight | |
| Fire Range | 100 m | 100 m | 100 m | 100 m | 100 m | 100 m | N/A | 190 m | 230 m | 250 m | |
| Max Direct Damage | 321 against infantry, 46 against helicopters, 33 against ground vehicles | 166 against infantry, 100 against ground vehicles | 2,500 | 83 | 333 | 121 | N/A | 70 | 50 | 51 | |
| Armor Piercing | 55 (rifleman and medic) 65 (machine gunner) 450 (AA soldier) 600 (AT soldier) | 55 (rifleman and medic) 600 (AT soldiers) | 30 | 55 | 55 | 80 | N/A | 175 | 250 | 500 | |
| Max Blast Damage | 0 | 0 | 0 | 0 | 0 | 0 | N/A | 40 | 33 | 9 | |
| Blast Armor Piercing | 0 | 0 | 0 | 0 | 0 | 0 | N/A | 120 | 120 | 120 | |
| Blast Radius | 0 | 0 | 0 | 0 | 0 | 0 | N/A | 4 m | 6 m | 2 m | |
| Target Ground Vehicles | Yes | Yes | No | No | No | Yes | N/A | Yes | Yes | Yes | |
| Target Infantry | Yes | Yes | Yes | Yes | Yes | Yes | N/A | Yes | Yes | Yes | |
| Target Air | Yes | No | No | No | No | Yes | N/A | No | No | No | |
| Transport Infantry | No | No | No | No | No | Yes | Yes | No | No | No | |
| Repairing HP | N/A | N/A | N/A | N/A | N/A | 30/s | N/A | N/A | N/A | N/A | |

| | Armored Transport | Amphibious Armored Transport | Medium Antiair Vehicle | Heavy Antiair Vehicle | Medium Artillery | Heavy Artillery | Repair Tank | Heavy Attack Helicopter | Medium Attack Helicopter | Transport Helicopter | Scout Helicopter |
|--|-----------------------|------------------------------|------------------------|-----------------------|------------------|----------------------|-------------------|-------------------------|--------------------------|----------------------|------------------|
| | BMP-2 | BTR-80 | ZSU-23-4 Shilka | SA-13 Gopher | 2S1 Gvozdika | 2S7 Pion | VT-55 | Mi-25V HIND | Mi-28 Havoc | Mi-8 HIP | Ka-25 Hormone |
| | 1,000 | 850 | 850 | N/A | 1,200 | N/A | N/A | N/A | 1,200 | 850 | 800 |
| | 750 | 650 | 1,000 | N/A | 1,000 | N/A | N/A | N/A | 1,400 | 1,000 | 900 |
| | 1,100 | 1,000 | 650 | 900 | 900 | 1,900 | 900 | N/A | 1,400 | 1,000 | 900 |
| | 1,100 | 1,000 | 1,000 | N/A | 1,000 | N/A | N/A | 1,200 | 900 | 650 | 600 |
| | 18.2 | 16.9 | 13 | 13 | 18.2 | 45.5 | 19.5 | 15.6 | 15.6 | 13 | 11 |
| | 1,225 | 1,102 | 1,225 | 1,225 | 1,102 | 1,347 | 1,837 | 980 | 980 | 1,225 | 980 |
| | 16 m/s | 12 m/s | 14 m/s | 14 m/s | 16 m/s | 9 m/s | 14 m/s | 34 m/s | 36 m/s | 30 m/s | 40 m/s |
| | 400/350/300/300 | 400/350/300/300 | 300/300/300/300 | 300/300/300/300 | 275/275/275/275 | 350/350/350/350 | 300/285/240/240 | 350/350/350/350 | 350/350/350/350 | 350/350/350/350 | 250/250/250/250 |
| | 145 m | 145 m | 150 m | 150 m | 120 m | 120 m | 90 m | 250 m | 250 m | 175 m | 300 m |
| | 20 m | 20 m | 20 m | 20 m | 20 m | 20 m | 20 m | 5 m | 5 m | 5 m | 5 m |
| | AT-5 Spandrel missile | Incendiary ammunition | Ground support | N/A | Incendiary round | Deliver smoke screen | Emergency repairs | AT-6 Spiral missile | Vympel R-73 missile | N/A | IR scan |
| | 45 s | 25 s | 10 s | N/A | 20 s | 40 s | 30 s | 50 s | 30 s | N/A | 20 s |
| | Smoke screen | Smoke screen | N/A | Smoke screen | N/A | N/A | Field repairs | Drop flares | Drop flares | Drop flares | Drop flares |
| | 45 s | 45 s | N/A | 45 s | N/A | N/A | 30 s | 30 s | 30 s | 30 s | 30 s |
| | Straight | Straight | Straight | Homing | Ballistic | Ballistic | N/A | Straight | Straight | N/A | Straight |
| | 140 m | 140 m | 150 m | 150 m | 550 m | 750 m | N/A | 125 m | 125 m | N/A | 90 m |
| | 185 | 158 | 714 | 233 | 175 | 300 | N/A | 61 | 183 | N/A | 63 |
| | 120 | 120 | 250 | 450 | 700 | 1,000 | N/A | 370 | 160 | N/A | 100 |
| | 246 | 168 | 0 | 133 | 125 | 200 | N/A | 91 | 174 | N/A | 103 |
| | 80 | 80 | 0 | 55 | 130 | 75 | N/A | 150 | 80 | N/A | 100 |
| | 4 m | 4 m | 0 | 10 m | 20 m | 30 m | N/A | 7 m | 4 m | N/A | 4 m |
| | Yes | Yes | No | No | Yes | Yes | N/A | Yes | Yes | N/A | Yes |
| | Yes | Yes | No | No | Yes | Yes | N/A | Yes | Yes | N/A | Yes |
| | Yes | Yes | Yes | Yes | No | No | N/A | Yes | Yes | N/A | No |
| | Yes | Yes | No | No | No | No | No | No | No | Yes | No |
| | N/A | N/A | N/A | N/A | N/A | N/A | 40/s | N/A | N/A | N/A | N/A |

FORTIFICATIONS

| Unit Type | Antiair Fortification | Anti-Tank Fortification | Machine Gun Fortification |
|-----------------------------|-----------------------|-------------------------|---------------------------|
| Score | 13 | 15.6 | 7.8 |
| Health | 1,960 | 1,960 | 2,450 |
| Armor (front/side/rear/top) | 330/330/ 330/600 | 330/330/ 330/600 | 330/330/ 330/600 |
| View Range | 90 m | 90 m | 90 m |
| Perception Range | 10 m | 10 m | 10 m |
| Projectile Type | Straight | Straight | Straight |
| Fire Range | 150 m | 105 m | 100 m |
| Max Direct Damage | 653 | 77 | 121 |
| Armor Piercing | 220 | 500 | 80 |
| Max Blast Damage | 0 | 14 | 0 |
| Blast Armor Piercing | 0 | 80 | 0 |
| Blast Radius | 0 | 4 | 0 |
| Target Ground Vehicles | No | Yes | Yes |
| Target Infantry | No | No | Yes |
| Target Air | Yes | No | Yes |









